

GAMES

**Desperately
Seeking
The Games 100?**

Look no further. If you can name
all the games on our Material Girl
and on page 31, they may be yours.

WIN

112

GAMES!

Contest Rules, page 4
Clues, pages 31-46





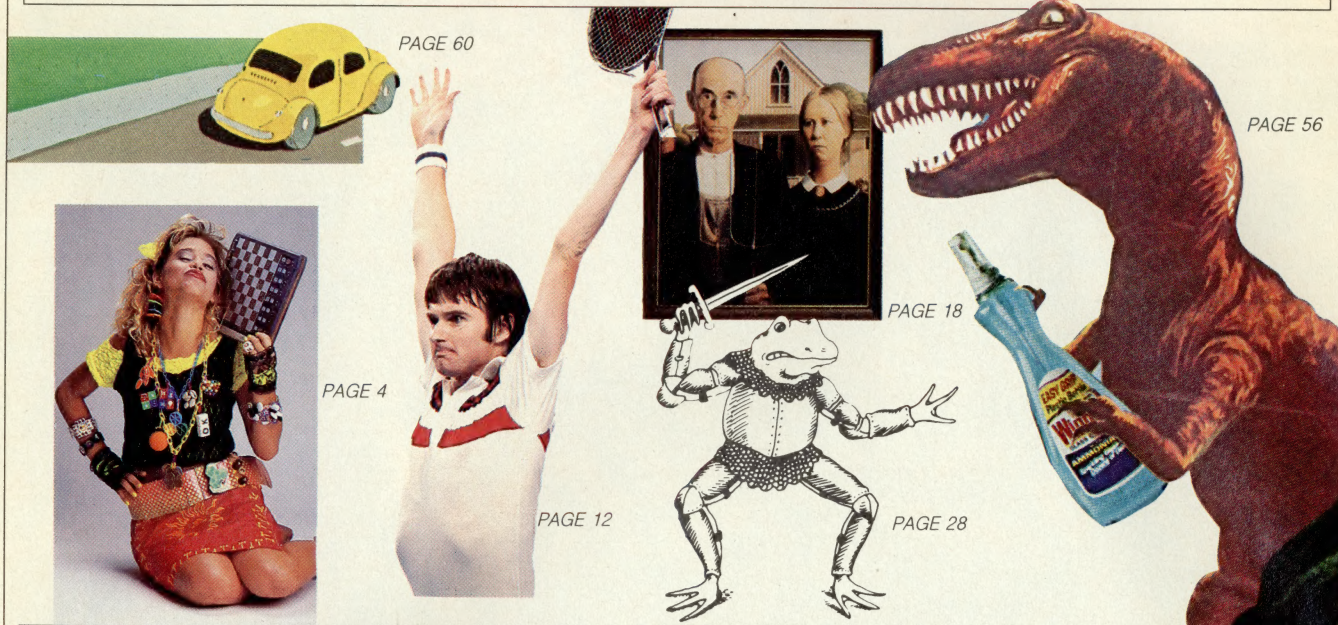
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Cover Photo Stan Fellerman **Jewelry** Clare Stokolosa **Stylist** Debra Kagan

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into the gratifying, growing world of stamp
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GAMES CONTEST ★★

Desperately

Seeking

The Games 100?

Identify the 40 games represented on the cover and on page 31 for a chance to win the entire Games 100 collection.

Grand Prize
112 Games
(see pages 32-46)
20 Runner-Up Prizes
One game drawn from
our grab bag

No, that's not the princess of rock'n'roll in the flashy, trashy get-up here and on the cover—it's a Madonna look-alike. Her accessories are made of pieces from 20 different games and her dressing table (page 31) is laden with components from 20 more. Identify all 40 and you might be the Lucky Star who wins the grand prize of 112 games—the editors' 100 favorites as listed in The Games 100 and the 12 classics honored in The Games 100 Hall of Fame.

How to enter The object is to name the 40 games whose tokens, cards, and other components were used in the cover photo and the photo on page 31. All the pieces are pictured in The Games 100 (pages 32-46) or the Hall of Fame (page 44). (Note that some props are not game pieces.)

On a sheet of paper, list the games represented in these two photographs—by the numbers assigned them in the Games 100, or in the case of the Hall of Fame games, by their full names (given in boldface type on page 44). List the numbers first, from lowest to highest; then write the full names from the Hall of Fame. Send as many entries as you like, but each entry must be mailed separately and must include your name and address. All entries become the property of GAMES.

Winning The winner will be chosen at random from among the entries that correctly identify the most games. **IMPORTANT:** Any entry that lists more than 40 games (or their corresponding numbers) will be disqualified.

Mail your entries to: Desperately, GAMES Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by December 16, 1985.

Cover model Jean Ann DiFranco, winner of Macy's Madonna Look-Alike Contest, gets into the groove for The Games 100. Can you name the games used to make her jewelry and accessories?

GAMES

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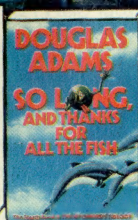
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GAMES MAIL ORDER CATALOG pages 32-33

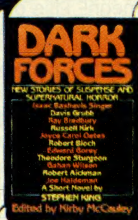
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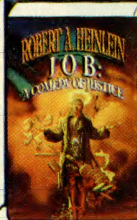
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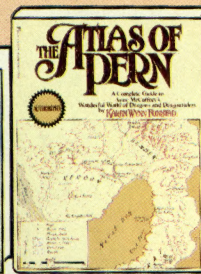
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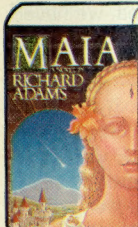
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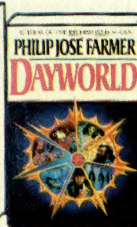
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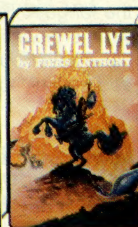
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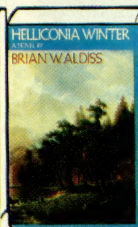
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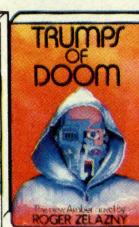
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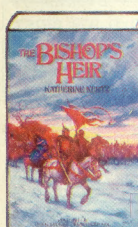
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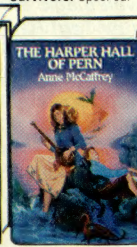
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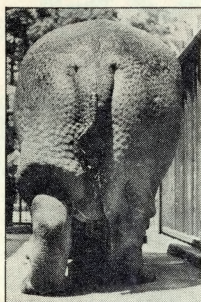
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LETTERS

Postcard of the Month



Joe Garbe
Lisle, IL

Personalized Puzzle

The first thing I noticed about the September 1985 issue was the clever way my name and address were imprinted right on the cover. Later, I turned to the "Special Delivery" puzzle (page 40), where the task was to identify the addressees on eight mailing labels and then match them with "humorously appropriate" magazines (Dracula, for example, received *Byte*). Lo and behold, I discovered you'd incorporated this same process to make my name one of the puzzle examples!

Shirley Peake
Ft. Myers, FL

I did a double take as I flipped by page 40—there I was in a puzzle! It was indeed a thrill, and doubly so as R. R. Donnelley, the printer responsible for the "Selec-tronic" binding process that made this puzzle possible, was my employer many years ago in Chicago.

Yvonne L. Lehnen
Danville, IL

I almost went screaming into the street, "I'm in GAMES! I'm in GAMES!" In the nick of time I realized my name would appear only in *my* copy of the magazine. That was the ultimate "Gotcha!"

Marilyn F. Shepherd
Philadelphia, PA

We subscribers were to match our own names to GAMES. But I think that I'm more suited for one of the other choices—*Self*.

Carrie Self
Stevens Point, WI

I thought it "humorously appropriate" that I could also match a second choice: the canceled subscription to *Yankee* magazine. Not only did I actually cancel such a subscription, but I am, in effect, a canceled Yankee who grew up in New England but moved to the Southwest 20 years ago. Thanks for an extra chuckle.

M. Smith
Albuquerque, NM

Imagine my surprise not only to see my name personalized, but my employer's as well. You see, I match two of your choices.

Gene Sittenfeld
Circulation Manager
The New Republic

Congratulations on your new strides in mailing labels. As a member of the industry, I commend you for your innovation; as a consumer, I'm thrilled to know that I'll no longer miss any clues to the cover puzzle because of a wandering address label.

Rita Braverman
Research Manager
50 Plus Magazine

There's only one way you can top this one. Want a challenge? Develop a crossword puzzle in which one of the answers would be each subscriber's name. I think it would probably be impossible, but for you, nothing is—is it?

Ginger Golden
Carpentersville, IL

I almost fell out of bed laughing.

Rose Harris
Columbia, SC

It was delightful, charming, even touching. Thank you all. By the way, what did you do with the newsstand copies?

Anita Locke
Kensington, MD
Newsstand issues contained a substitute example. Where subscribers saw their own names and addresses, to be matched, of course, to GAMES, newsstand buyers found "Natl Forestry Service Sta/Yellowstone Natl Park/Wyoming." The answer, Smokey the Bear, was to be matched to "Prevention" Magazine. Meanwhile, the October issue contained a personalized advertisement (Chevrolet, page 17). Can you find the personalized function this month?—Ed.

Answer Drawer, page 68

Simply Tremendous

I enjoyed Burt Hochberg's article "The Making of a Dictionary" (August, page 14). However, it is ironic that an article about the meanings of words contained a common misuse of the word "enormity," in the statement regarding the "enormity of the modern English lexicon."

While many dictionaries include as a late definition of "enormity" immensity or hugeness, the word is more properly used to describe heinous or atrocious behavior, as in "the enormity of the crime." Mr. Hochberg may have meant "enormousness." Of course, I could be mistaken. Perhaps he intended to comment upon the outrageous growth of the English language!

Tim Shannon
Davis, CA

Royal Treatment

I think you guys could show more class than to call the woman who won the supermarket bagging contest the *Bagging King* (Gamebits, August, page 6).

Angela Englert
Marcola, OR

Good point. But what makes you think we're all "guys"?—Ed.

Applauded Effort

I can't recall when I have so keenly enjoyed a puzzle as much as "Double Occupancy" (August, page 31)—it was a winner! Do see that author Mike Shenk (or someone else on your staff) devises further such challenges.

Maurice Van Horn
Pittsfield, NH

At a Standstill

In the Wild Card "Beats the Daylights Out of Me!" (July, page 55), you correctly stated that, because of the one hour adjustment made for daylight saving time, April is the second shortest month and October is the longest. But here in Arizona, we never set the clocks back or forward, so Arizonans have four "second shortest" months and seven "longest" months.

Tom Layman
Phoenix, AZ

Hawaii and parts of Indiana, Kansas, Texas, Florida, Michigan, and Alaska do not observe daylight saving time either.—Ed.

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: September

★ The Dick Cavett magic trick (page 14) was suggested by Terri Rapoport, of Bridgeport, CT, whose name was inadvertently omitted as originator of the stunt. A T-shirt and our apologies go to her.—Ed.

★ In the advertising quiz, "And Now a Word From Our Sponsors" (page 20), the ad pictured as #6 in the "We Try Harder" section is for Chuck Wagon dog food, not Purina Dog Chow.

Ronnie Laufman
Austin, TX

★ In the Ornerly Crossword (page 38), the Easy Clue "The whole scale" should be numbered 11-Across, not 12.

Tom Mulka
Omaha, NE

★ Somebody made the same mistake twice. The letter in September's Laundry (page 63) about the "Go Fly a Kite" Beguiler (July) got printed with the right and wrong answers reversed. The answer should be D and G, not A and E.

John R. Hileman
Jessup, MD

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

Adventure Gaming NOVOCON, a one-day convention, will be held November 23 at the University of Akron, in Akron, Ohio. Players gather at the Gardner Student Center for role-playing and board games, miniature battles, and plenty of casual gaming. Contact: NOVOCON Convention Committee, Box 7411, Akron, OH 44306.

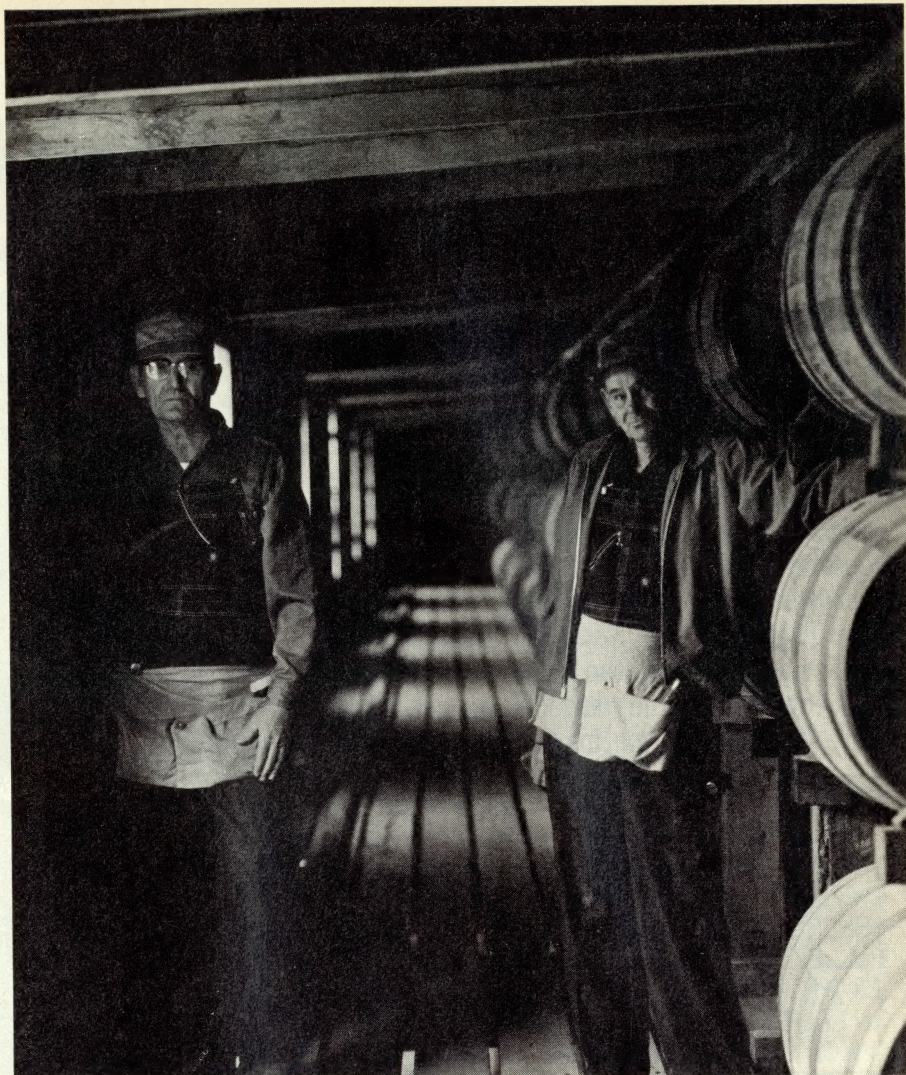
Antique Games Antique lovers with a flair for games will find that both their passions mesh at the American Game Collectors Convention, November 15-17, at the Griswold Inn (known for its antique decor) in Essex, Connecticut. Gameplay includes Victorian parlor games, and board and card games from the 1840s. Lectures and exhibits are scheduled, and acquisitive types may find the antique game auction a rare treat. Contact: American Game Collectors Association, Game Box 1179, Great Neck, NY 11023, or call (201) 953-8275.

Athletics Anyone 55 years of age or older can participate in the Eleventh Annual Post Golden Age Games, November 4-9, in Sanford, Florida. More than 3,500 entrants are expected to compete in any of 38 events, including track and field, cycling, a six-mile mini-marathon, a triathlon, and various aquatics. Contact: Golden Age Games, P.O. Drawer CC, Sanford, FL 32772-0868, or call (305) 322-2212.

Pastafest Pastaville USA (aka Minot, North Dakota) welcomes saucy competition November 15-16, when North Dakota celebrates the fact that it produces most of the nation's durum wheat—the main ingredient in pasta. The menu of events includes a pasta sculpture competition, a running marathon, and a Mr. Spaghetti-legs contest (the guy with the skinniest legs wins). Prizes are trophies and merchandise. Contact: Convention and Visitors Bureau, 200 S. Broadway, Box 940, Minot, ND 58701.

Tinkertoys People of all ages will meet November 29 through December 1 beneath the Franklin Memorial's massive dome to create whatever they choose with oversize Tinkertoys at the Great Tinkertoy Extravaganza in Philadelphia. Admission is \$4 for adults, \$3 for children. Contact: Communications Dept., Franklin Institute, 20th and the Parkway, Philadelphia, PA 19103.

Word Weekend There will be scores of words and challenges at the Wonderful World of Words, hosted by GAMES Contributing Editor Gloria Rosenthal, November 8-10, at Mohonk Mountain House, in New Paltz, New York. Challenges include "human Scrabble" and "brain games" led by GAMES Senior Editor Will Shortz. Several guest speakers are scheduled to attend. Contact: Mohonk Mountain House, New Paltz, NY 12561, or call (914) 255-1000. In New York City dial (212) 233-2244.



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corpse, you just say so:

>DANCE WITH VERONICA'S BODY

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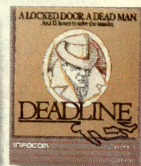
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GAMEBITS

Edited by Curtis Slepian

Clue—The Movie

BUY THE SOUNDTRACK! READ THE BOOK! To those consumer commands sometimes tacked on to movie ads you can now add PLAY THE GAME! This Christmas the movie version of Parker Brothers' famous board game Clue will light up the silver screen.

The veteran gamers and mystery buffs Paramount hopes to attract to the film *Clue* may be surprised to discover that the story takes place on the East Coast of the U.S., circa 1954, rather than in a more atmospheric English setting. But the movie does retain the most important aspects of the classic (see The Games 100, pages 33 and 44). "We use the same six characters, the same murder weapons, and the same layout as the board game," says British writer-director Jonathan Lynn, in the midst of a life-size re-creation of the game's Gothic mansion.

Before he began the project, Lynn said, he had no idea how to transform the game into a movie. "I never regarded the markers as anything but bits of plastic. When I started on the script, my mind was a complete



Did Colonel Mustard (played by Martin Mull, right) or Professor Plum (Christopher Lloyd) kill the hapless Mr. Boddy?

blank." However, fleshing out the characters proved no trouble for Lynn. "Colonel Mustard [played by Martin Mull] is an ineffectual military man; Mrs. Peacock [Eileen Brennan] is a senator's wife; Professor Plum [Christopher Lloyd] is a psychiatrist; Mr. Green [Michael McKean] is a middle-level civil servant; Miss Scarlett [Lesley Ann Warren] is a sort of scarlet woman; and Mrs. White [Madeline Kahn] is an evil woman—she dresses all in black and has a very dark soul."

If inventing the characters was the easy part, constructing a plot that

casts suspicion on each character, weapon, and room was something else again. "It was quite the hardest thing I've ever had to write. There were times I came to a complete standstill," says Lynn. Even a computer consultant threw up his hands at the task. Several well-known writers—including playwright Tom Stoppard and mystery novelist P. D. James—gave up on the assignment before Lynn finally solved the puzzle himself.

And just *how* did he solve it, you ask? Well, don't. Lynn has written three or four alternative endings, each of which has been filmed. No one in the cast or crew knows which ending Lynn has in mind for the final cut. When shown to movie theater owners before its December release, the ending will be omitted and a large question mark flashed on the screen.

There's even a rumor circulating around Hollywood that several versions of the film, with different endings, will be played in theaters, thus keeping avid moviegoers returning to watch them all. "That's an interesting rumor," says Lynn with a smile. "If we get it right once, that's great," says the film's producer, Debra Hill, enigmatically. "If we get it right more than once, it's even better." —A. M.

Coke It Is

Coca-Cola has an innovation. Don't worry, it's not another flavor change—it's hi-tech vending machines.

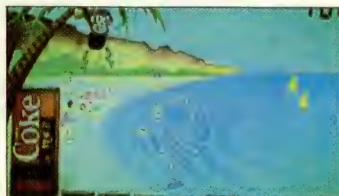
Actually, it's three types of vending machines, and they're popping up across the country. One machine talks: It asks you to

make a selection, thanks you, and reminds you to take your change. Another model is a kind of slot machine. After picking your drink, you press four buttons to try to make a series of rapidly changing digital letters stop and spell out "Coke." Unfortunately, if you accomplish this feat, the machine doesn't spew out a torrent of quarters or even give you a free Coke—that would be gambling.

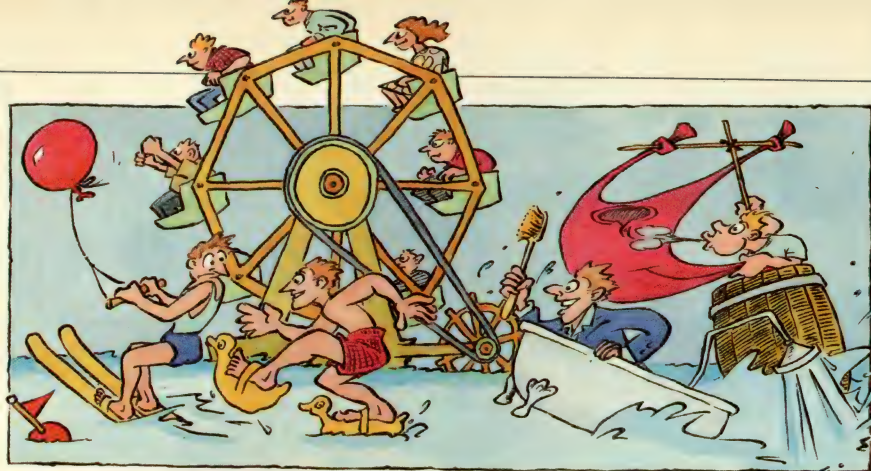
But the most intriguing new machine comes with a tiny video game called Catch-A-Coke that's embedded above the coin slot. For the price of a soft drink, you get to control a little man on a beach for up to 30 seconds. The object is to make this Coca-Cola Kid catch Coke cans thrown by a playful monkey hanging from a tree.

OK, so maybe Catch-A-Coke isn't in the same class as Centipede—but it just might make Pepsi rise to the challenge.

—C. S.



For your money you get a new Coke and an old-fashioned video game.



Motley Crew

What do an icebox, a miniature Ferris wheel, and a radar dish have in common with a boat? Nothing. That's why they all turned out for the fourth annual Anything but a Boat Race, held last summer on the Barge Canal in Sylvan Beach, New York.

The race, conceived by local merchants to attract visitors to the area, drew a flotilla of bizarre craft—from a bicycle with paddles rigged to its pedals (it won a prize for speed) to Totally Tubular, a collection of inner tubes tied to bed springs. Only two restrictions were placed on the vessels: no boat parts and no motorized power sources allowed.

Some of the entries, like the Ferris wheel, sponsored by an amusement park, are promotional devices for local businesses and civic organizations. The year before, for example, the local fire department entered a raft that carried a burning house, which the firemen squirted with water from the canal.

But most of the participants are just there to have fun—and their non-boats are often highly elaborate, reports Christine Croff, who has entered the race every year. "This year, there was a floating bar, with drinks and a bar stool," she said. "Last year, someone entered a whole floating cookout, complete with a gas grill that had burgers cooking on it. The only problem was that the cookout sank, so those people lost their grill on the bottom of the canal."

Croff's own non-boat, called One Flew Over the Cuckoo's Nest, consisted of a giant floating nest with its crew wearing beaks and feathers. It won a trophy for the craft "least likely to succeed."

Like One Flew Over the Cuckoo's Nest, most of the vessels are set on rafts and buoyed up underneath with inner tubes or empty barrels. But

some sit right on the water. "One year there was a little kid riding in a picnic cooler. Another competitor paddled around in an icebox."

A less seaworthy entry was a Volkswagen Beetle, a car whose advertisers claimed it could float. It didn't.

Though the race is fairly short—about 300 yards—it can seem long to participants. "At one point, after we'd paddled and paddled, one of the girls asked me if we were almost there," said Croff. "I didn't have the heart to tell her we had only gone a quarter of the way."

"It's actually pretty difficult," said Pat Wrafter (the name is coincidental), a member of the Totally Tubular crew. Their craft eventually went down the tubes, but did manage to win a special trophy—for crossing the finish line last.

—Minda Zetlin

Monkey See, Monkey Do

Remember the old notion that you could learn a foreign language by listening to a record of it while you were asleep? Well, the VCR generation has updated the idea. According to the makers of SyberVision, you can learn to be an athlete just by watching one on a videocassette.

SyberVision cassettes aren't like traditional instructional films. There are no tips, no explanations, in fact not much talk at all. In the tennis tape, for example, you see Stan Smith mutely demonstrate the same picture-perfect backhand and forehand over and over—in regular speed, in slow motion, at different angles. The constant repetition of a few strokes supposedly allows your unconscious mind to absorb his techniques. Just go out on the court and Smithlike strokes will come naturally.

Besides tennis, there are tapes on skiing, racquetball, golf, baseball, and bowling, each demonstrated by a top

pro. For the price of \$89.95, you also get an audiotape designed, according to SyberVision, to relax your mind and channel your untapped abilities.

Though the combination of the audiotape and the bowling videotape didn't improve our bowling score, we'll hold off judgment. The limits of the mind are still a mystery, and we might yet see the day when medical students practice open heart surgery by watching a Michael DeBakey videotape. —Marshall M. Rosenthal



The Pin Screen is unquestionably a hands-on art experience.

Pinups

For folks who want to spend their pin money on a great Christmas gift, consider the Pin Screen.

This kinetic sculpture is actually 2,500 movable pins housed in a plexiglas case. Just press an object against the back of the screen and—magic! Its raised contour appears on the other side. To dissolve the image, tilt the screen.

A table-size model of the Pin Screen is on display at San Francisco's Exploratorium, but you can own a smaller version: Send \$138 (plus \$5 for handling) to The Nature Company Catalog, Box 2310, Dept. G, Berkeley, CA 94702.

—C. S.



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FOCUS ON SPORTS (2)

THE WINNING EDGE

For the true champion in any game, winning isn't everything—it's the only thing.

BY ROGER DIONNE



Former world chess champion Mikhail Botvinnik used to describe himself modestly as *primus inter pares*, "first among equals." In his view, there was little difference in talent, technique, training, and experience among the top players of his day, himself included. Yet Botvinnik, for a period of some 20 years from the 1940s to the early 1960s, completely dominated world chess. Why?

What set him apart was his all-consuming will to win, along with supreme self-confidence, total dedication, intense concentration, and other factors that have little to do with talent or skill. It's the same combination that separates the consistent winners from the merely talented in all sports and games.

The absence of any one of these factors can be crucial. Take, for example, the curi-

ous case of Ivan Lendl. Most tennis experts agree that Lendl has more natural talent than just about anyone else on the pro tennis circuit. He's got all the shots, a strong serve, and a deep understanding of the game. He earns a lot of money winning tennis tournaments.

Minor tennis tournaments.

The fact is, this gifted 25-year-old Czech, in his six years as a pro, has often reached the finals of the four grand-slam tournaments, but only twice made it to the winner's circle—most recently at the 1985 U.S.

Open. He has never won Wimbledon or the Australian Open.

Look at his performance at the 1983 U. S. Open, for example. He was facing the irrepressible Jimmy Connors in the finals, having breezed through his earlier matches. With the best-of-five match tied at one set apiece, and serving for set point in the third,

"I like to see 'em squirm."

—Former world chess champion Bobby Fischer

Lendl double-faulted. It was the turning-point of the match, and Lendl knew it. "I just felt mentally down after the double-fault," he said later. After losing the next two points and the game, he quickly dropped the third set. While Connors fought for every point, a dispirited Lendl lost the fourth and final set without winning a game.

On paper, Lendl is at least as good a player as Connors, and on that September Sunday afternoon in New York he had an excellent chance to win. The difference between him and Connors was this: Connors had a fierce desire to win (demonstrated by his fighting for every point even when he was way ahead), and he won; Lendl, by his own admission, lacked it, and he lost.

To Las Vegas sports bettor Tony Salinas, who wagers huge sums on ball games, the will to win is the most important factor in assessing the chances of two opposing teams. Their relative abilities—"power ratings" and other statistics—are only a minor consideration. "I try to find a football team," he said, "with 45 players who really want to win one particular week opposed to 45 players who maybe aren't up to that peak." He pushed back his ever-present cowboy hat. "Any NFL team has the ability to beat any other team on any given Sunday. The difference is mental."

Perennial world bridge champion Bob Hamman agrees. Though he is perhaps the greatest technical master of the game, he insists that technique is not enough. When two players of equivalent skills meet, something more is needed.

"Bridge players who are motivated by an intellectual desire to solve problems seldom do well for very long, no matter how talented they are," Hamman says. "A good competitor needs something beyond problem-solving, and it's not necessarily rational. You have to be a little bit crazy."

Crazy? Listen to former world backgammon champion Paul Magriel. "I want the guy on the other side of the table to feel me always coming at him and coming at him and coming at him. Until the match is over, I never really consider that I'll lose. It's not just killer instinct—it's drive, motivation, an insane desire to win."

Perhaps the perfect example of how this "insane desire" translates into actual wins



"Nice guys finish last."
—Baseball manager Leo Durocher

is Bobby Fischer, world chess champion from 1972 to 1975 and arguably the greatest chess player in history. In tournament after tournament, match after match, Fischer would be comfortably ahead, needing only to draw a few games to clinch the victory, yet he would play every game as though the

whole world hung in the balance. "It has never even occurred to Bobby Fischer that he could or should play for a draw," the English chess writer Harry Golombek once remarked.

"I like to see 'em squirm," said Bobby, and other champs concur. "In the best bridge matches," says Hamman, "you literally hate your opponents. You sit down and you try to bury them, absolutely kill them."

"I'm not sure it's even healthy," says Magriel. "We're all in some ways a little bit sick to want to win so badly. But I like to beat the people around me. I like to see them lose."

All of this seems to support Leo Durocher's famous maxim "nice guys finish last." Eric Bristow, a Londoner who's been the world darts champion for the past several years, doesn't even pretend to be a nice guy when he's facing a dart board. At the start of a match he customarily shakes hands with his opponent and says, "Unlucky, son. You're playing me. You're out." And he's not kidding. "As far as I'm concerned," he says, "he's the enemy, he's dead. Nice guys don't win nothin'. Look at John McEnroe. He's not a nice guy on the tennis court. He's a winner."

Winners, as opposed to "nice guys," need not only this fierce desire to win but also the absolute certainty that they will. It's a combination that can often intimidate an opponent to the point where he doubts his own ability—as shown by the above-mentioned Connors-Lendl match.

"An opponent cannot keep up mentally with somebody who's always optimistic, who expects to get good hands," says top poker pro Mike Caro.

"And if you can convince your opponents that you're lucky, you've got it made."

Although there's a strong element of luck in most card games and in backgammon, sometimes a player wins with such assurance and uncanny consistency that opponents suspect something extrasensory is going on—that the player is somehow af-



"As far as I'm concerned, the opponent is the enemy. He's dead."
—Darts champion Eric Bristow

fecting the cards or the dice with his mind.

"I don't know anything about ESP," the great London backgammon player Bobby Lorenz said during a tournament in Florida, "but I've always believed it wouldn't do me any harm to think about a number I need. Maybe you can influence things, especially dice."

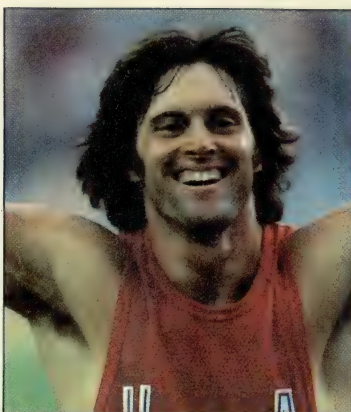
Most top game players scoff at this idea. "ESP is hogwash," says Paul Magriel categorically. "What I do believe in very much are the intangibles—nonverbal communication, subliminal cues, table presence, body language. These things have nothing to do with the game, but they help me dominate my opponents. I bear down when an opponent is upset, vulnerable. I attack, trying to force him to make mistakes. Gamblers talk about the momentum of the dice. I'm interested in psychological momentum."

Psychological momentum not only can affect an opponent's performance but can also push a competitor's own performance beyond what he thinks he's capable of. "I started to feel that there was nothing I couldn't do if I had to," reported Bruce Jenner after winning the first four events in his 1976 Olympic decathlon triumph. "It was a feeling of awesome power, except that I was in awe of myself. . . . I was rising above myself, doing things I had no right to be doing."

Motorcycle racers know the feeling well. "When you race in a European Grand Prix," says three-time world motorcycle champion Kenny Roberts, "you go to the outer limit of being in control. You know you're going beyond the limit because the bike is usually sliding and wobbling and doing other things, and the risk probably goes up to 150 percent. You don't feel you can do it, but sometimes you do it. It's a calculated risk because you're using your ability and reflexes and timing and coordination to a point that is very seldom reached. You're relying on all you've learned throughout your career because at that speed you can't think fast enough."

Maybe that's just as well. "Thinking," said football great O. J. Simpson, "is what gets you caught from behind."

The total concentration described by Roberts is similar to that experienced by crossword puzzle champion Rebecca Kornbluh: "In a tournament I don't hear or see any-



"I started to feel that there was nothing I couldn't do if I had to. It was a feeling of awesome power..."

—Olympian Bruce Jenner



"I'm incapable of thinking I'm an underdog, even if it's the case."

—World bridge champion Bob Hamman

thing except the puzzle. Somebody described it as 'turning on the cerebral afterburner.' My goal is to complete a whole tournament without stopping to think." Roberts's and Kornbluh's single-minded intensity is not the result of intellectual effort, because, paradoxically, as soon as the

conscious mind starts barking commands, it creates lapses in attention. "The moment the critical part of your brain enters," says pool champion Paul Gerni, "you're likely to miss what you're trying to do."

Zen masters are well acquainted with this phenomenon. "As soon as we reflect, deliberate, and conceptualize," writes Daisetz Suzuki in the foreword to *Zen in the Art of Archery*, "the original unconsciousness is lost and a thought interferes. . . . Calculation, which is miscalculation, sets in."

Tim Gallway, the author of a series of excellent books on winning—*The Inner Game of Tennis*, *The Inner Game of Golf*, *Inner Skiing*—points out that in golf, for instance, anyone who's spent a fair amount of time on the links can make a perfect shot once in a while, but only the champions can make them regularly. The difference, he suggests, is in the mind.

"The inner game," Gallway writes, ". . . is played against such obstacles as lapses in concentration, nervousness, self-doubt, and self-condemnation. In short, it is played to overcome all habits of mind which inhibit excellence in performance." The conscious, critical self, he argues, is the major impediment to excellence.

Mike the Mad Hatter is the perfect example. Mike used to be a regular in poker games at a casino in Las Vegas. He would arrive about seven in the evening, smiling and happy in his porkpie hat. He'd win a pot or two and be on top of the world. But sooner or later he'd lose a major pot and his smile would fade. He'd lose another pot and start grumbling about the bad cards he was getting. Again and again he would lose, and if he did happen to

rake in a small pot he'd make it clear to everyone that the gods of poker were only giving him a brief reprieve. The casino had a special account for him, from which they deducted the price of the decks of cards he spoiled almost nightly in his fits of anger when, yet again, he failed to make a winning flush. When he started to lose, he

(Continued on page 16)



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(Continued from page 14)

started to expect to lose, and so he continued to lose.

"The trap to watch out for in all these things," says Billy Eisenberg, many-time world bridge champion and former world backgammon champion, "is that if you're overly concerned with how you're going to do, it gets in your way. If you think about winning, it interferes with winning. On the other hand, if you think about losing, that unfortunately makes it happen. It's a self-fulfilling prophecy."

"If you have a negative attitude in a game," says poker's Mike Caro, "and you keep emphasizing in your own mind how many things have gone bad and how incredible it is, you have a tendency to want to set the world record for bad things to happen. You find ways subconsciously to lose pots you would not otherwise lose and to make mistakes you would not otherwise make. At the same time, when you call attention to your bad luck, opponents can use strategy to jump all over you, and they may not even be conscious of it. Someone who never bluffs may unconsciously bluff more frequently because you look like an easy mark. You perpetuate your own bad fortune."

Winners don't think about winning, but simply expect to win, and they're genuinely surprised when they don't. Says crossword champ Kornbluh, "I feel a certain pressure in tournaments. If I finish 50th I'd be humiliated. On the other hand, I never expect it to happen. I get a feeling nothing is going to hold me back. And if I don't have the confidence, I manufacture it."

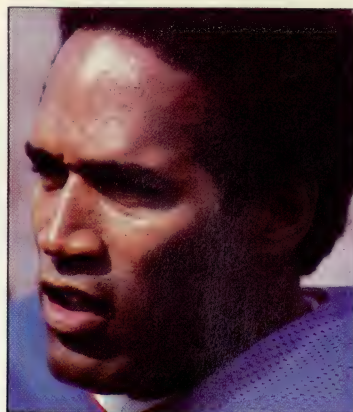
Confidence is central to a story that bridge player Don Krauss tells of a trip he and Bob Hamman took to Miami for their first International Team Trials in 1963, when both were in their 20s.

"Playing in this thing," Krauss told Hamman, "is going to be a great experience."

Hamman was shocked. "What do you mean, 'a great experience'? We're going to win it!" Which they did.

The difference in attitude between the two is probably why Krauss is only a very competent bridge player while Hamman is a great player, a winner. "I'm incapable of thinking I'm an underdog," says Hamman, "even if it happens to be the case."

Despite the intensity of their desire and confidence, even winners lose occasionally.



**"Thinking is what gets you caught from behind."
—Football great O.J. Simpson**

And when they do, they tend to shrug it off. Says Billy Eisenberg, "I play as hard as I can, and if I lose I might hurt for five minutes. After that I forget about it." Such an attitude is essential for a winner, he maintains. "If you're attached to the fact that your backgammon opponent just rolled double sixes and turned the game around, you're not going to do so well on your next roll."

Indeed, for the true winner, occasional defeat is a small price to pay for the thrill of victory. According to Mike Caro, a player is either a "plodder" or an "adventurer." In Caro's terminology, plodders are players who value security and take few risks. They can be quite successful in their games. But true champions are adventurers. "The adventurers," wrote Caro in *Gambling Times* magazine, "are willing to risk great agony in pursuit of giant rewards. They tend to prance about the ladder of success, fearing less a great fall than hanging idle."

Two-time world poker champion Doyle Brunson exemplifies Mike Caro's definition of the consummate adventurer. An example of his reckless courage occurred during the 1983 world poker championships at Binion's Horseshoe Casino in Las Vegas. On the second day of the four-day tournament Brunson held a pair of kings, a very weak hand. When one player bet \$4,000, everyone at the table folded—except Brunson, who called the \$4,000. Then the other player moved in about \$20,000, which would require Brunson to put in the rest of his chips.

Ninety-nine percent of all poker players would not risk all their chips on a pair of kings, even if they suspected their opponent was bluffing. But Brunson called the \$20,000. "My conviction was that the guy was bluffing," he said later, "and nothing ever happened to change my mind." Brunson's conviction paid off: He raked in a pot of almost \$50,000.

But what happens when one adventurer plays another? Or when two top competitors possess the same mental resources? What is the difference between a winner and the rest of us?

Doyle Brunson has an answer: "When you're talking about people that are about equal on the technical level, the guy with the most heart will win. That's the difference."

Though Contributing Editor Roger Dionne plays a mean game of poker, he doesn't classify himself as a winner.



**"I play as hard as I can, and if I lose I might hurt
for five minutes. After that I forget about it."
—Bridge and backgammon champ Billy Eisenberg**



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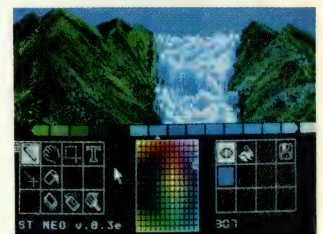
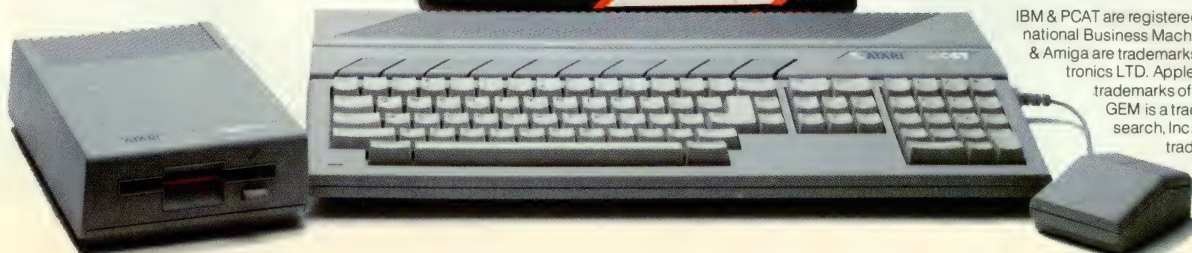
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Mouse	Yes	No	Yes	Yes
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Color	640 x 200	640 x 200	None	640 x 200***
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Number of Colors	512	16	None	4096
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Turkey Shoot

What's Wrong With This Thanksgiving?

☆☆

Created and Photographed by Nick Koudis

No wonder Junior looks surprised—there's plenty that's peculiar about this all-American family feast. Maybe it's the Indian corn on Junior's plate, or Dad's excessive taste in ties. In fact, there are 47 such incongruities, absurdities, and downright impossibilities in this Thanksgiving scene. How many can you spot?

Answer Drawer, page 68

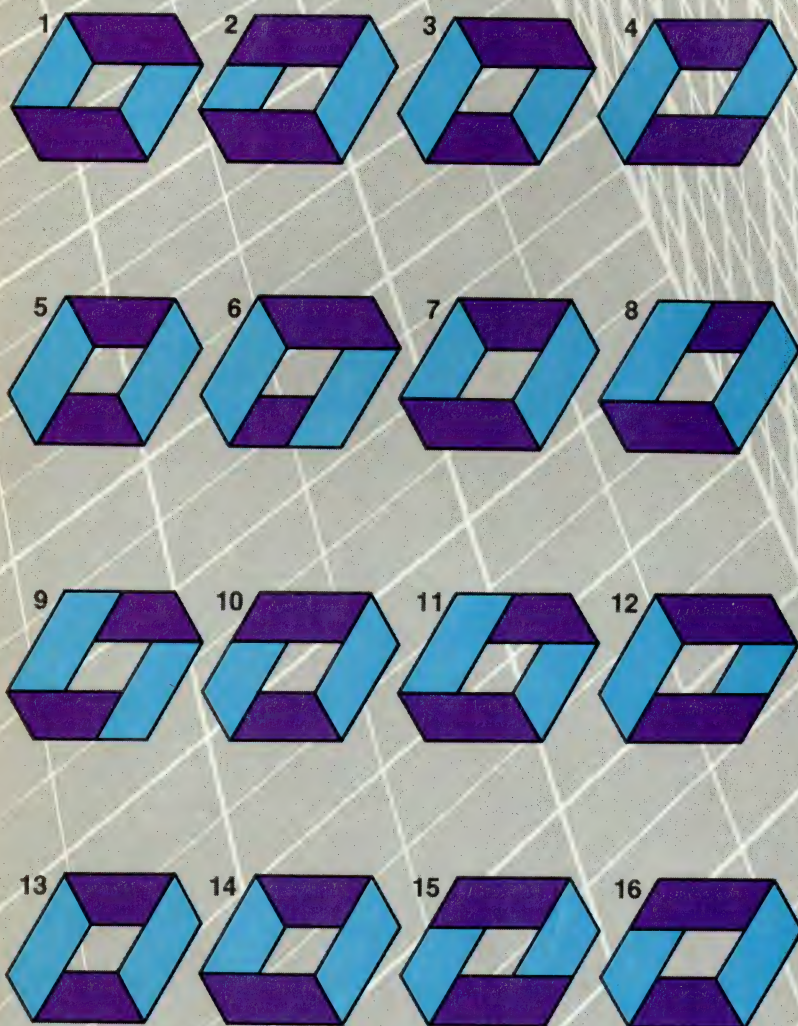




BEGUILERS

FOUR TEASERS THAT PUT YOUR PERSPECTIVE IN PERSPECTIVE

Answer Drawer, page 70

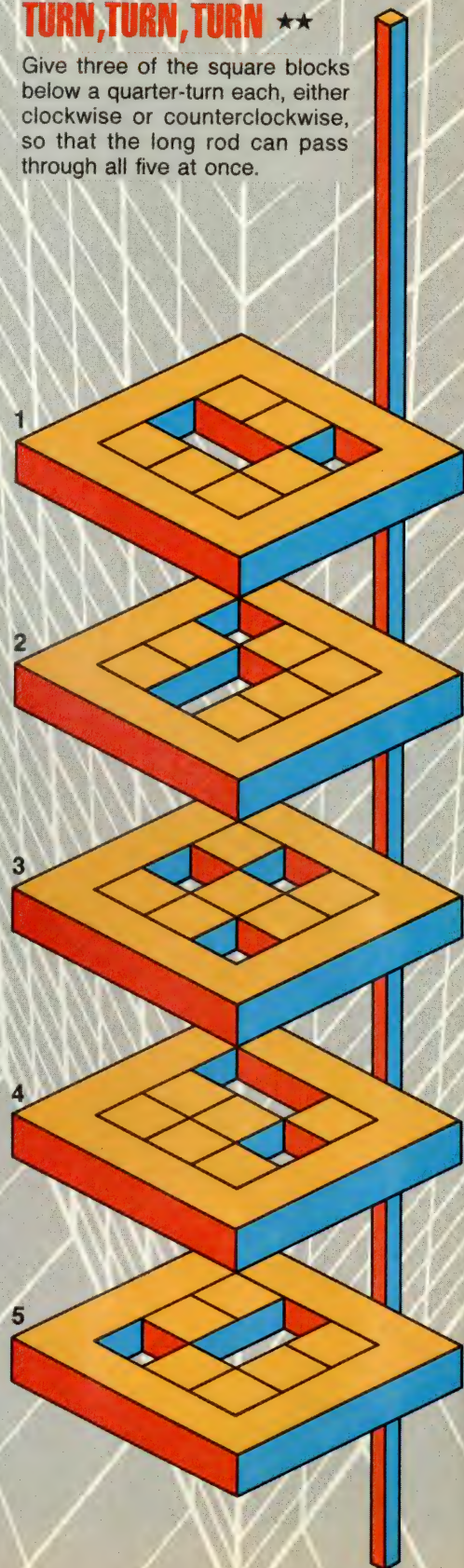


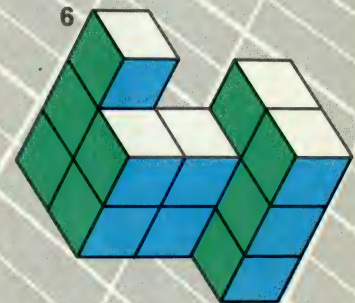
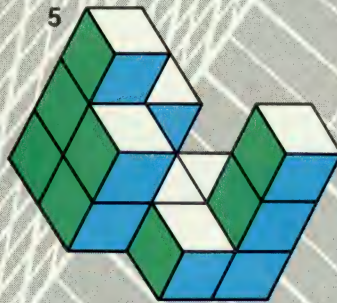
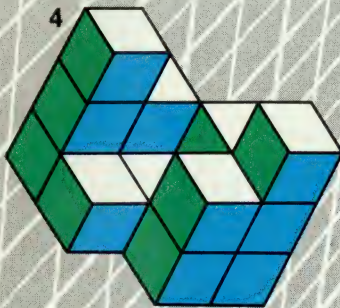
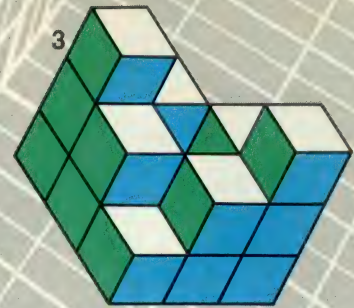
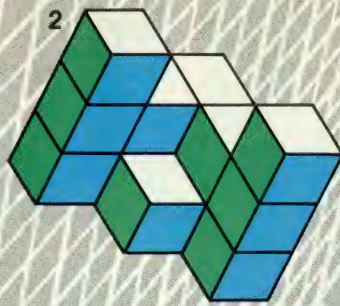
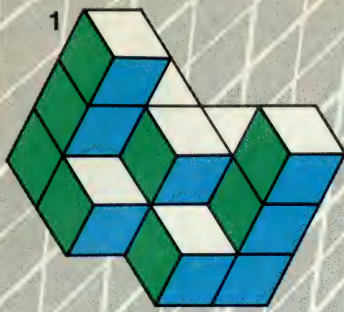
FRAMEWORK ★

Without rotating or flipping any of the box frames, can you find three identical pairs?

TURN, TURN, TURN ★★

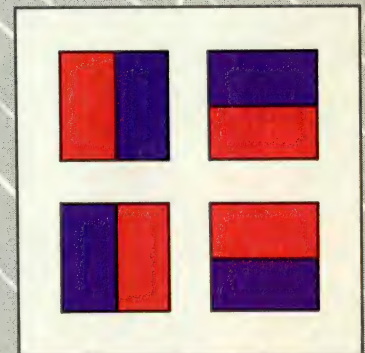
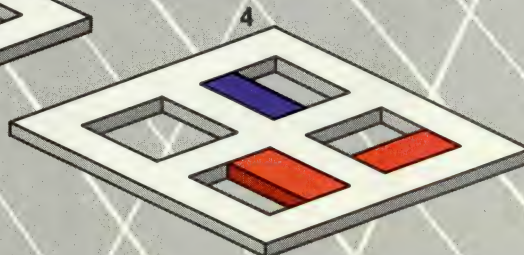
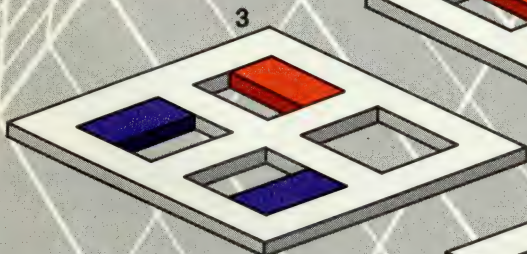
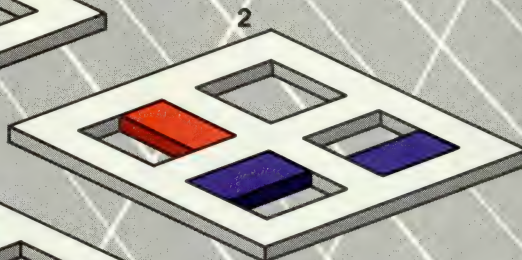
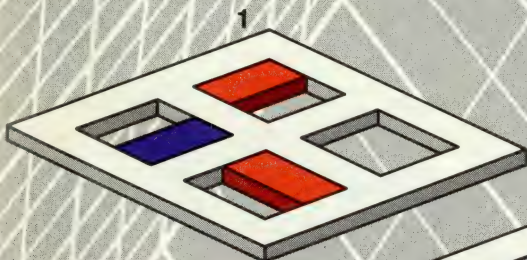
Give three of the square blocks below a quarter-turn each, either clockwise or counterclockwise, so that the long rod can pass through all five at once.





CUBE SCOUTS ★★★

Two of the pieces above fit together, one inverted on top of the other, to form a solid cube that measures $3 \times 3 \times 3$. Which two?



NINA WALLACE

WINDOW BOXES ★★★

When the four cards at left are correctly rotated and stacked, the pattern above will appear through their various windows. Without turning over any cards, can you re-create the pattern?

"Framework," "Turn, Turn, Turn," and "Cube Scouts" are by Ulrich Koch; "Window Boxes" is by Keith Ringkamp. Both are frequent contributors to GAMES.

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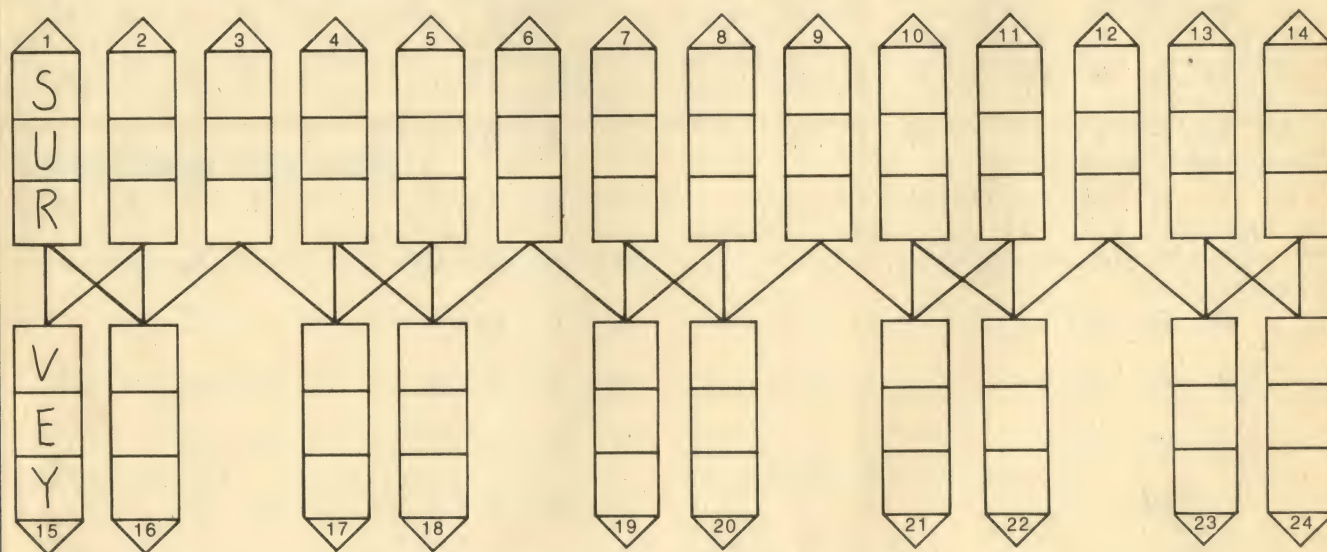
Half and Half ★★

by Will Shortz

The secret to solving this puzzle is to divide and conquer. Each answer is a six-letter word that is to be divided in the middle and entered downward in the diagram, the first half in the squares designated by the first number of the clue, the second half in the squares designated by the second number. Each clue is presented in the style of TV's *Password*—a group of one-word hints that may or may not be direct synonyms of the answer. For example, in clue 1-15, "Poll,"

"Observe," and "Geological" all suggest the answer SURVEY, the first two directly and the third indirectly. That answer is entered beginning in the squares marked 1 and ending in the ones marked 15. You now have not only the answer to 1-15 but also the first half of 1-16 (SUR-) and the second half of 2-15 (-VEY). Every word half appears in at least two answers. Approach the puzzle with a flexible mind and soon you will know the half of it.

Answer Drawer, page 70



- | | | | | | |
|----------------|-------------|-------------|----------------|------------|--------------|
| 1-15 Poll | Observe | Geological | 8-19 String | Bow | Concerto |
| 1-16 Board | Ocean | Daredevil | 8-20 Lavender | Shrinking | Bloom |
| 2-15 Transport | Deliver | Idea | 9-20 Village | Tragedy | Shakespeare |
| 2-16 Meet | Discuss | Bestow | 9-21 Carpenter | Detective | Head |
| 3-16 Iron | Player | Green | 10-21 Reader | Elementary | Paint |
| 3-17 Rule | Fleece | Opportunity | 10-22 Father | Church | Catholic |
| 4-17 Flower | Vegetable | Variety | 11-21 Past | Earlier | Once |
| 4-18 Mix | Confuse | Voice | 11-22 Sherwood | Black | Primeval |
| 5-17 Prison | Game | Official | 12-22 Capture | Police | Book |
| 5-18 Sing | Bird | Quaver | 12-23 Reach | Come | Guests |
| 6-18 Horse | Barn | Steady | 13-23 Salad | Leaf | Chicory |
| 6-19 Russia | Dictator | Yalta | 13-24 Last | Abide | Suffer |
| 7-19 Elf | Mischievous | Halloween | 14-23 Indian | Son | Intelligence |
| 7-20 Wine | Glass | Stem | 14-24 Mother | Second | Wilderness |

Easy as Pie ★

by Lori Philipson

A Tasty Word Search

Welcome to the House of Pies, darlin'. Sorry, hon, but we're fresh out of raspberry bavarian—maybe you'll be able to pick somethin' else from our menu. Yes, that's right, sweetie, we got 30 different pie varieties hidden in that little ol' pie-shaped

grid, and those pie names are runnin' up and down, across and diagonal—every *which* way but always in a straight line. Scoop of vanilla with that, sugar?

Answer Drawer, page 69

```

                Y  Y  G  N  H
          O  P  U  N  C  L  O  I  S  C  A
    N  B  E  T  E  H  I  B  F  N  K  A  T  E  H
O  B  A  C  T  E  A  A  S  F  O  G  P  U  A  W  A
T  L  M  U  E  I  N  C  T  I  C  O  G  M  Q  R  E
C  A  U  A  S  S  A  S  I  H  H  A  N  H  E  U  S  N  A
H  T  E  E  T  N  T  E  X  E  C  I  R  A  S  S  P  D  I
O  O  B  R  A  B  U  H  R  Y  R  R  E  B  W  A  R  T  S
N  C  P  E  C  R  E  R  R  A  E  E  C  U  R  R  A  N  T  I  S
T  O  T  R  E  D  I  Y  M  M  D  T  A  E  M  E  C  N  I  M  R
E  L  E  R  C  D  O  B  N  O      T  R  T  F  B  H  E  O  A  P
R  A  E  Y  I  I  R  O  R      U  A  N  T  G  T  C  H  U  E
M  T  W  L  I  O  M  L      B  M  T  N  O  K  E  R  E  M
E  S  R  S  E  E      T  E  E  U  A  C  Y  M  A
M  E  I  L  S      U  L  M  P  N  S  I  C  G
B  A  E  S      N  R  P  A  E  L  A  R  T
H  E      A  L  C  L  Y  D  A  E
N      E  E  P  E  A  P  A  W
      P  A  K  M  E  L  A
      M  M  I  O  D
      E  A
  
```

AMBROSIA
BANANA CREAM
BLUEBERRY
CARAMEL
CHEESE
CHERRY
CHOCOLATE
CURRANT

CUSTARD
EGGNOG
GRAPE
ICE CREAM
KEY LIME
LEMON MERINGUE
MACADAMIA
MAPLE SYRUP

MINCEMEAT
MOCK APPLE
NESSELRODE
PEACH CRUMB
PEANUT BUTTER
CHIFFON
PECAN
PUMPKIN

RAISIN
RICOTTA
SHOOFLY
SQUASH
STRAWBERRY
RHUBARB
SWEET POTATO
WALNUT

The Who ★

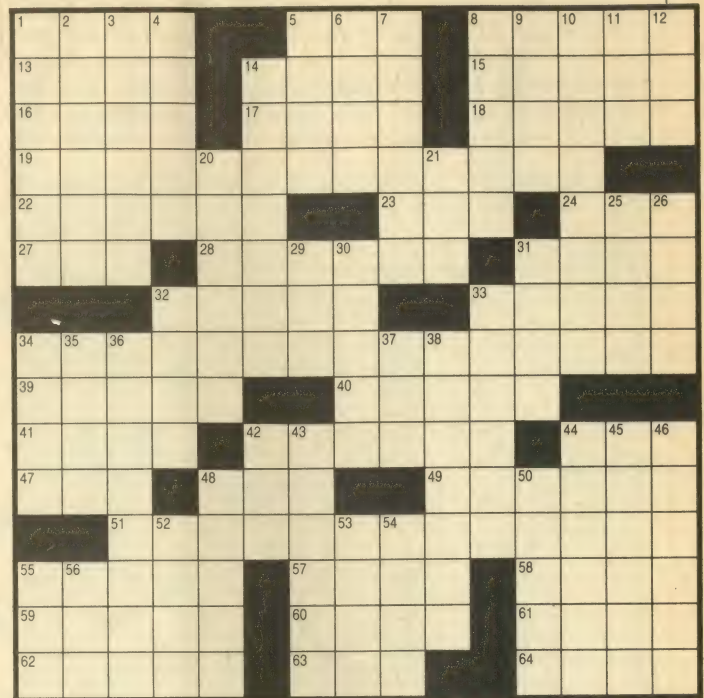
by Lois Sidway

ACROSS

- 1 Alphabetic basics
 5 Dine daintily
 8 Opened, as a fastener
 13 Actor Rip
 14 VW or BMW
 15 Fuss
 16 Neighborhood
 17 "Super!"
 18 Get down to brass
 19 Noted forest ranger: 3 wds.
 22 Aptitude
 23 Actor Beatty
 24 Assistant for Santa
 27 Point opposite WSW
 28 Make thinner, as by adding water
 31 Men's service org.
 32 Greek island
 33 Constructed
 34 Dr. Seuss's tyrannical terrapin: 3 wds.
 39 TV's *Let's Make _____*: 2 wds.
 40 Happening
 41 _____ *Chatterley's Lover*
 42 Bed cover
 44 Ship: Abbr.
 47 Typesetter's measures
 48 Mutt
 49 Furnish attire
 51 Endearing Muppet: 3 wds.
 55 Neighbor of Argentina
 57 Extra
 58 "Sock it _____!": 2 wds.
 59 Reddish flowers
 60 From a long way off
 61 Author Hunter
 62 Not a debit
 63 Old radio's _____ and *Abner*
 64 Treehouse?
 7 Packing a punch
 8 *¿Como esta _____?*
 9 College sports watchdog: Abbr.
 10 Old and feeble
 11 Squid's squirt
 12 _____ Plains, Illinois
 14 "_____ at All!" (Beatles song): 2 wds.
 20 The absolute conclusion
 21 Spelldown, for one
 25 Lounge about
 26 Fancy celebration
 29 Batch
 30 Theater worker
 31 Actor Reynolds
 32 Wait
 33 Dress warmly, with "up"
 34 Harvard rival
 35 Cheese of Holland
 36 Washington footballers
 37 Sundown, poetically
 38 Person with class?
 42 Addition
 43 Kind of scream
 44 Tried mightily

DOWN

- 1 _____ of Honey: 2 wds.
 2 Astronaut who still earns his wings
 3 Many a New Orleans native
 4 Garter, for example
 5 Tallow source
 6 The Osmonds' home state
 50 Frequently
 52 Actress Sommer
 53 Health food of the '80s
 54 Streetcar
 55 April busy body?: Abbr.
 56 Towel inscription



Answer Drawer, page 70

Winning Streak ★

by Andrea Carla Michaels

Everyone—and everything—is a winner in this quiz: Each answer is a word or name beginning with the letters W-I-N. For

example, a "hoisting device" is a WINCH, and a "talkative person" is a WINDBAG. Can you wing it all the way to the wind-up?

Answer Drawer, page 71

1. A. A. Milne bear _____
2. Wiper's place _____
3. Manitoba's capital _____
4. Grimace, as with pain _____
5. Gossip columnist Walter _____
6. Don Quixote target _____
7. Repeating rifle _____
8. Paned opening _____

9. Minty flavoring _____
10. Separate chaff from grain _____
11. Sweetly attractive _____
12. Sioux Indian tribe _____
13. Home of Wake Forest Univ. _____
14. Maxwell Anderson play _____
15. Britain's ruling family _____
16. Painter Homer _____

What's My Line? ★★

by JoAnn Witt

Professionals in many occupations that deal with the public find themselves answering the same questions over and over. And their customers and clients find themselves repeatedly answering the same questions asked of *them*. From the answers overheard from both parties, it is possible to infer what the questions must have been and thus what profes-

sions are involved. To solve this puzzle, match the public's responses to typical questions from professionals (Column A) with the professionals' responses to typical questions from the public (Column B), and determine the occupation each pair represents. The first answer has been filled in as an example.

Answer Drawer, page 72

Column A

- C 1. His left front paw. Veterinarian
(What's bothering him?)
- ___ 2. Yes, please, cream and sugar. ___
- ___ 3. The dog ate it. ___
- ___ 4. Two minutes apart. ___
- ___ 5. Party of four. ___
- ___ 6. Hit me. ___
- ___ 7. Not guilty. ___
- ___ 8. F G E H P. ___
- ___ 9. Better today, thanks. ___
- ___ 10. 9½ AA. ___
- ___ 11. Paris for two weeks. ___
- ___ 12. Unleaded. ___
- ___ 13. Nonsmoking. ___
- ___ 14. 36 months. ___
- ___ 15. About \$150 thousand. ___
- ___ 16. Double room. ___
- ___ 17. Seven and seven. ___
- ___ 18. I thought it was green. ___
- ___ 19. A little too long in the back. ___
- ___ 20. It was a business expense. ___

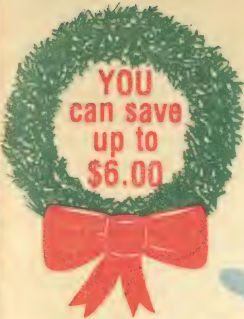
Column B

- a. Twelve noon.
- b. You could try a rinse.
- c. Mix it with his food.
(How do I give him the medicine?)
- d. 98.7.
- e. 14½ percent.
- f. Gate 17.
- g. Last round's at 1:45.
- h. We should be in Dallas at 2:10
- i. Seven years.
- j. On the state, yes, on the federal, no.
- k. 2½ baths.
- l. D minus.
- m. 20/20.
- n. It's a boy.
- o. 55 in a 35 zone.
- p. Table limit is five dollars.
- q. \$58.
- r. About 20 minutes.
- s. Right at the next light and two blocks down.
- t. Continental breakfast daily at your hotel.

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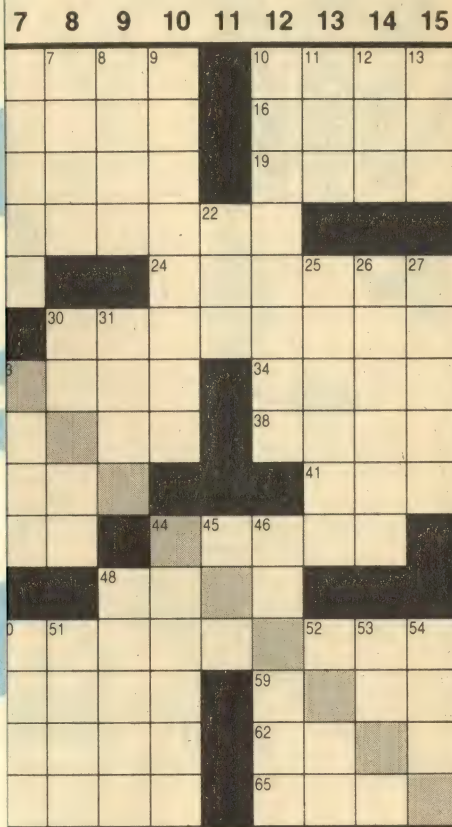
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WMN19

by Judah Koolyk

column 11.) The letters in the blanks will then
quote and its source), to be solved as a reg-
After solving the cryptogram, use the same
the letters in the shaded diagonal of the grid
message.

Answer Drawer, page 72



- 48 Despised
- 50 Newsman
- Sevareid
- 51 Shuttle launchers
- 52 One deadly sin
- 53 Unique person
- 54 Naughty deed
- 55 "Golly!"
- 56 Ram's mate
- 57 Eur. language

H13 F8 L5 11 19 M3 E12 J14 O1 M12 C14 O9 C2 H2 B15
L4 C6 O13 E13 M1 A8 M10 F6 A3 C10 L14 L9 D10 G8 C13
K6 B10 K9 M8 D9 L10 J5 D4 K4 I15 J11 A13
B8 L12 I3 D11 L8 J1 G7 I8 E15 A7 B9 K3 H8 D7 M6 J2
C7 D1 O15 B12 K10 L6 A14 M13 A1 N13
H14 G3 C12 H6 E4 D5

N8 C3 G14
H4 J10 E11

What's My Line? ★★

Professionals in many occupations that deal find themselves answering the same ques over. And their customers and clients find ther edly answering the same questions asked of answers overheard from both parties, it is p what the questions must have been and the

Column A

- C 1. His left front paw. Veterinar
(What's bothering him?)
2. Yes, please, cream and suga
3. The dog ate it.
4. Two minutes apart.
5. Party of four.
6. Hit me.
7. Not guilty.
8. F G E H P.
9. Better today, thanks.
10. 9½ AA.
11. Paris for two weeks.
12. Unleaded.
13. Nonsmoking.
14. 36 months.
15. About \$150 thousand.
16. Double room.
17. Seven and seven.
18. I thought it was green.
19. A little too long in the back.
20. It was a business expense.

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p. Table limit is five dollars.

q. \$58.

r. About 20 minutes.

s. Right at the next light and two blocks down.

t. Continental breakfast daily at your hotel.

A Crossword with a Cryptogram Message

To solve this two-part puzzle, first complete the regular crossword below. Then transfer the letters from the appropriate squares of the grid to the blanks at the bottom of the page, according to the letter/number coordinates. (For example, the first blank, K11, should be filled with the letter from the

box in row K, column 11.) The letters in the blanks will then form a cipher (a quote and its source), to be solved as a regular cryptogram. After solving the cryptogram, use the same substitutions for the letters in the shaded diagonal of the grid to get a bonus message.

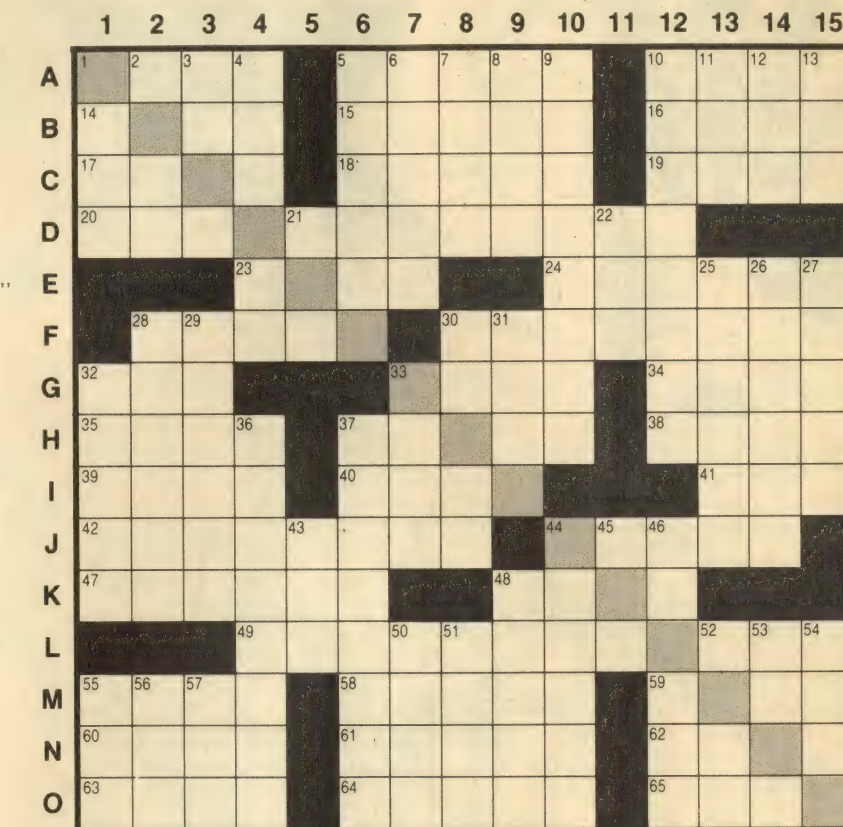
Answer Drawer, page 72

ACROSS

- 1 Float through the air
5 Elevator passageway
10 Shoots with a laser
14 Concerning: 2 wds.
15 Kind of top or tennis
16 Brainstorm
17 Let it be, to a proofreader
18 Apportion
19 Promotable chesspiece
20 Message on a pyramid
23 Summer drinks
24 French schools
28 Bouquet holders
30 Shrill sounding
32 Transgression
33 Fill an opening
34 Like custard
35 Numerical prefix
37 Stinking
38 Go boating
39 Cowardly Lion portrayer
40 "The jig ____!": 2 wds.
41 *Uno plus due*
42 Like a savanna
44 Bonbon
47 Tel Aviv's locale
48 Nobel-winning chemist Otto
- 49 French civil law: 2 wds.
55 "And away ____!" (Gleason line): 2 wds.
58 Poet's Muse
59 ____ uncertain terms: 2 wds.
60 Was in the red
61 Stair part
62 Explorer Hedin
63 "The Way We ____"
64 Oodles
65 Novice

DOWN

- 1 Desire
2 Con man?
3 On the house
4 Aquarium fishes
5 Play grounds?
6 Corridors
7 Skillfully
8 Play that fails
9 Tied up
10 Address endings: 2 wds.
11 Nabokov novel
12 Sunday seat
13 Juan or Jose
21 Horatian verse
22 Here, to Henri
25 Papal envoy
26 Circled
27 Panache
28 Chapel heads
29 Pollen-bearing part
30 Normal position



- 31 Stumble
32 Conductor Georg
33 Pianist Myra
36 Call number?: 2 wds.
37 Fly catchers?
43 Summer sign
44 Tastes
45 He's on first
46 Way to avoid the draft
48 Despised
50 Newsmen
51 Shuttle launchers
52 One deadly sin
53 Unique person
54 Naughty deed
55 "Golly!"
56 Ram's mate
57 Eur. language

CRYPTOGRAM

K11 G2 O8 F12 A2 J7 H10 F3 A9 N8 C3 G14
N2 H15 A12 K1 B7 N4 M15 C8 E5 H4 J10 E11
H13 F8 L5 I1 I9 M3 E12 J14 O1 M12 C14 O9 C2 H2 B15
L4 C6 O13 E13 M1 A8 M10 F6 A3 C10 L14 L9 D10 G8 C13
K6 B10 K9 M8 D9 L10 J5 D4 K4 I15 J11 A13
B8 L12 I3 D11 L8 J1 G7 I8 E15 A7 B9 K3 H8 D7 M6 J2
C7 D1 O15 B12 K10 L6 A14 M13 A1 N13
H14 G3 C12 H6 E4 D5

Fractured Flicks ★★

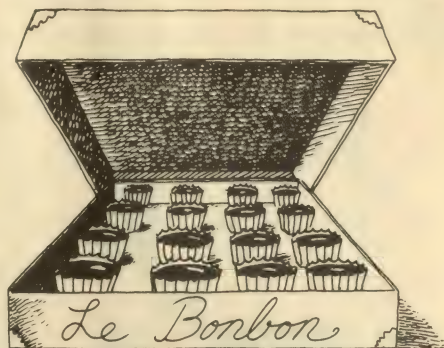
Let us now praise the proofreaders of Hollywood, without whom we might well have been subjected to the mangled movies illustrated here. Imagine—one unnoticed secretarial slip at Twentieth Century-Fox, and Charlton Heston could have splashed down not on *Planet of the Apes*, but, as shown

in # 1, *Planet of the Abes*. Can you identify the other 11 movies that might have been produced if a proofreader hadn't caught the single one-letter typo in each script's title? The number of words and letters in the answers is indicated by the blanks.

Answer Drawer, page 69



1. PLANET OF
THE ABES



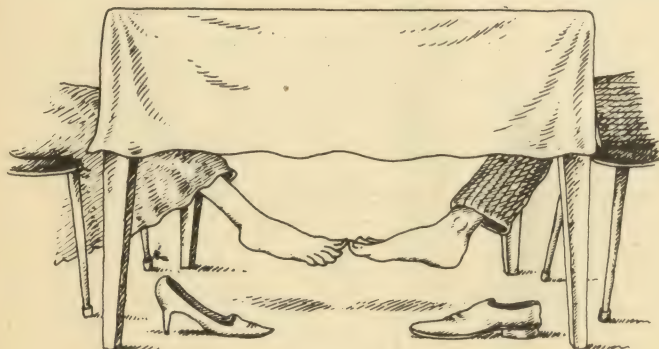
2. _____



3. _____

4. _____

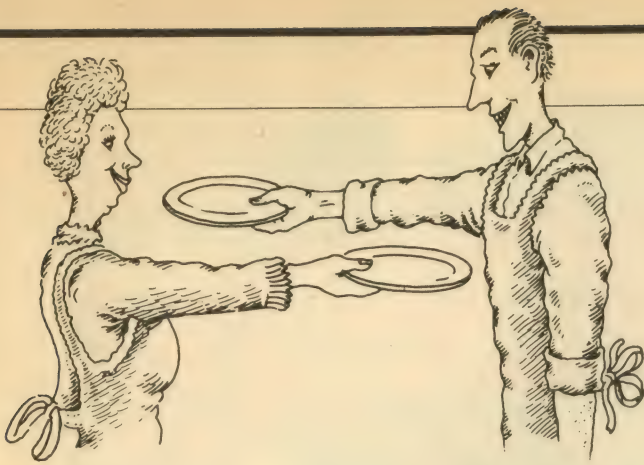




5. _____



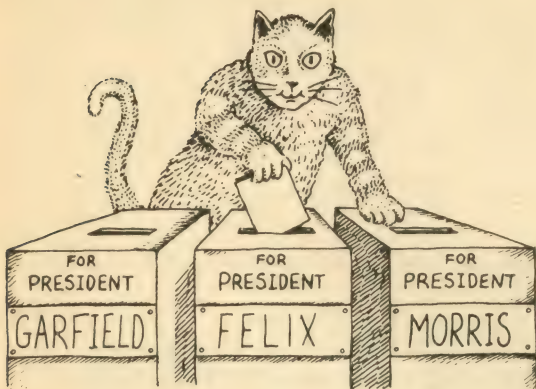
6. _____



7. _____



8. _____



9. _____



10. _____



11. _____



12. _____

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

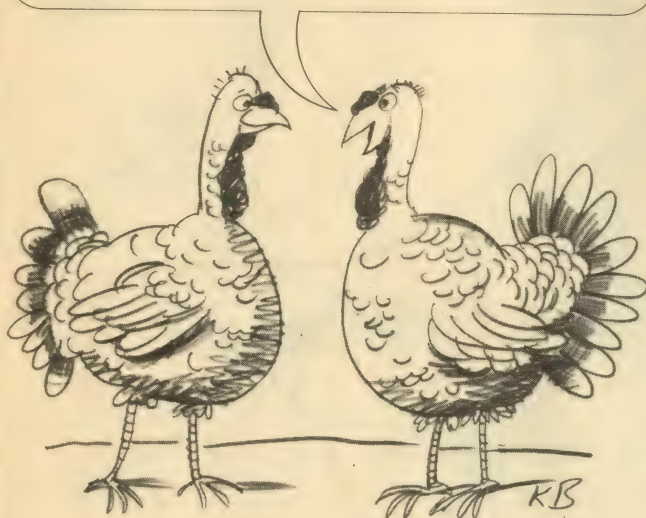
to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 68

1. CRYPTOON

BLNDN *VJWKCJGD ZCNH'B
LZWM QZP! J XYDB
FANCLNZCP FHN FM BLNG
DZT BLNT'P. QN LZAJHK YD
FANC MFC PJHHNC!



2. THE STAR SYSTEM

*LIMMRQIIC OH V GMVKD
QLDPD NLDR GMVKD RIX
XBCDP KIBNPVKN OBHNDVC
IW XBCDP IAHDPFVNOIB
—*QVMNDP *QOBKLDMM

3. WHAT, NO SAUSAGE?

MBFKKH DNJBMV JCPPF
DXSNKY CEWKNYB VBKK
JBJJBM, ANDXMSSAD, FEY
VKFWL SKCRBD FASET CGD
GSJJCETD

4. LETTUCE GO

BSUAKTZOEK: WIODA ZW AMK
VKTZU WSVDTQ—STNZ NSDJ
SXZOA BZOETK GMKU LDIT'N
WSAMKI XIKSYN TSJJKI.

5. SOUND ADVICE

YKBI GCK VLLJ KGPLZI
NGNVL OU CKGERPB NF AXEE
DKKP ICKXEY OL VLJE NGNU
AZKD ONU GRPYKGI.

6. FALSE FACE

WQUQKDTRQN XWRYG
SDREVXFN RQFYIDHWA ERWWA
ISSVIDIGXV VCSZINTPVH KA
KTU UDTGGTGU CRQFZ.

7. UNFAIR

QHARL FLJPUCRHJBQLR,
RTARWB WUH, HU PGBBRL
OUS JHVUPFRBRHB, OGW
RDVTQWJKR JHORLJBGHVR
LJCOBW.

TIPS AND CLUES

Cipher 1: Compare ciphertext BLNDN, BLNG, and BLNT'P. BLN- is likely to represent THE.

Cipher 2: Ciphertext D = E. Note its high frequency as a last and next-to-last letter. Bonus hint: The second and third words are IS A.

Cipher 3: The seventh word is a good bet to be PEPPER.

Cipher 4: Compare ciphertext AMK and WSAMKI. Try THE for the former.

Cipher 5: Ciphertext L and K represent E and O respectively. Note their doubling in the third and tenth words.


Cipher 6: Only one common word fits ciphertext pattern UDTGGTGU. Hint: It starts and ends with G.

Cipher 7: The five vowels (A to U) are represented by G, J, Q, R, and U, but not necessarily in that order.

KEITH BENDIS



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To assist you in your selection, The GAMES 100 are classified into categories such as card games, word games, trivia games, mystery games, strategy games, science fiction games, history games, and other common genres. Use the categories to guide you to old favorites and new possibilities.



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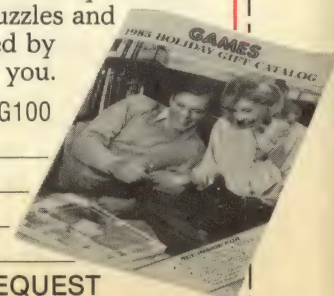
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THE

GAMES

1985

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Games

Including the
Games Hall
of Fame

Edited by R. Wayne Schmittberger • Photographs by Stan Fellerman

Of the hundreds of new games we play throughout the year, 50 or so of the best are reviewed in GAMES. But long after the reviews are written, we find ourselves returning to some games again and again. These are the games featured in our sixth annual Games 100.

A year ago, new trivia games were appearing every week. This year, role-playing seems to be the hot category. Party guests now can act as suspects and detectives in at least a dozen different murder investigations, while fans of more traditional role-playing games, in which a gamemaster guides players through an adventure, can explore more intriguing and bizarre new worlds than ever before.

Choosing the games to include in this special section was itself something of an adventure. The high quality of this year's new offerings is reflected by the proportion of new games in The Games 100—about half, a significantly higher number than last year. (Games new to the section are flagged with a banner.) Our judging was partly subjective, but we also considered such objective criteria as originality, quality of equipment, play and replay value.

The games that follow are arranged in categories, which overlap to some extent. (Computer games will be covered in a special section next month.) The number that appears with each game is for reference only, and does not indicate a ranking of any kind. Where applicable, three codes appear with the description of each game:

P Number of players (the ideal number is given in parentheses, if the difference in play is significant); **C** Complexity of rules, on a scale of 1 (easiest to learn) to 5 (hardest to learn); **T** Typical playing time, usually in hours (h) or minutes (m).

Game titles preceded by a postage stamp () are available from GAMES Mail Order Service (see the order forms at the beginning and end of this section) at the price listed with the review. The others are available either retail or by mail order (if an address is listed). Issue references are given for games that have been reviewed or featured in this magazine.

Word games, strategy games, card games, games of dexterity—these and all other types are very well represented. Whatever your particular game-playing interest, we're confident that these 100 recommendations will see you through another year.

—R.W.S.

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PHOTOGRAPH BY WALTER WICK/MAKEUP COURTESY OF MAKE-UP CENTER OF NEW YORK

Life of the Party

NEW THE CHARADE GAME

(Pressman, around \$25)
P 4 or more (6 or more)/C 3/T 1-2h

1 This board game adds interesting twists to the parlor classic. Generally, a team's performer lands on a category, draws a card, and must act out, within a time limit, a name or title in that category. But performers are sometimes handicapped (such as by keeping their backs to teammates while performing a charade), or must bid against each other for the right to perform. A timer and 2,000 well-chosen charades are included.

NEW MURDER TO GO

(Ideal, \$35) P 6-12/C 3/T 2h

2 David Landau, whose Murder to Go company creates mysteries where party guests are both detectives and suspects, has three new whodunits for playing at home. Plenty of props are provided, from a "chalk" outline of the corpse to torn airline tickets; but the host must supply others, such as wine glasses and a suitcase. The extra preparations, though, make this the most atmospheric of all mystery party games.



NEW THE COFFEEHOUSE MURDER

(Just Games, \$16)
P 7-8/C 3/T 2h (not pictured)

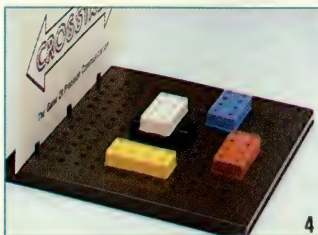
3 The newest of Jamie Swise's six mystery games designed for parties is also the most elaborately constructed. Participants play the roles of suspects in the shooting of a folk singer whose body is found at a San Francisco coffeehouse in a room mysteriously locked from within. Players are encouraged to embellish the information they learn about their own characters, but only the murderer may lie when questioned.



CROSSTALK

(Powar Company, \$15)
P 2, 4, or 6 (4 or 6)/C 2/T 45m

4 How accurately can you describe a simple arrangement of colored dominoes on a peg-board? The faster you can get your partner to duplicate your hidden arrangement on his own board, the better. In the first round, players can talk freely; later, communication is more and more restricted, until only sign language is permitted. (July 83)



NEW SPY RING

(TSR, \$20)
P 10/C 3/T 2h (not pictured)

5 This unusual party game can be played throughout the evening without interfering with other activities. Nine guests are given "passports" secretly identifying them as spies for the CIA, the KGB, or China, and containing a different mission for each to perform—such as discovering a double agent or learning a rival group's identifying code phrases. As bonuses, the box includes some spy-related trivia questions and a wall poster that is a visual mystery puzzle.

What's the Good Word?

BIG BOGGLE

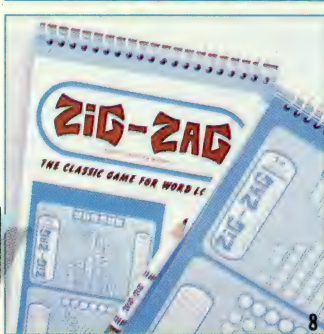
(Parker Brothers, around \$15)
P 2 or more/C 2/T 5m or more

6 This simple but addictive game is great for groups, since everyone plays at once. The race is to find words in a 5 x 5 grid, moving from letter to letter in any direction. When time is up, players compare lists and score for words no one else found. A round takes five minutes, but you may find yourself playing all night. (M/A 80)

DUPLICATE SCRABBLE BRAND CROSSWORD GAME

(Selchow & Righter, around \$10)
P 1 or more/C 3/T 45m

7 This variation of the famous crossword game (see Hall of Fame) turns normal Scrabble strategy upside-down. It can be played competitively or solitaire. Seven letters at a time are turned up from a deck, and each player uses them on his own "board" (a scoresheet bearing a Scrabble diagram). Good strategy is to create high-scoring X and Q spots, or set yourself up to hit two triple-word squares in one turn. (June 83)



NEW ZIG-ZAG

(Xanadu Leisure, \$7.95)
P 2/C 2/T 30m

8 This clever deduction game was originally published as My Word. As in Jotto, players try to guess each other's secret words by naming words that they hope will have some letters in common with them. But unlike Jotto, Zig-Zag requires guesses of varying lengths, and each guess must match a different section of the opponent's word to earn maximum points. Letter grids on the spiral-bound pads make it easy for players to keep track of their deductions.

BALI

(Avalon Hill, \$6.50) P 1-4/C 2/T 45m

9 Players group letter cards into sequences, then put the sequences together to form words that score by length and letter values. Solitaire play is very satisfying, but competitive play adds the possibility of stealing letters from other players. Going for long words increases the chance of being robbed, but the risk is often worth taking.

UPWORDS

(Milton Bradley, around \$10)
P 2-4/C 2/T 45m

10 In this three-dimensional crossword game, players may bury part of a previous word by playing new letter tiles on top of it. The higher a stack, the more points it's worth when included in a word. Since the board is only 8 x 8, the challenge is to squeeze more and more short words into a small area. Word gamers who know a lot of short words should have a big advantage. (Sept. 83)



Up, Up, and Away

NEW THE RIPPA

(The Kite Site, right-handed [11A] or left-handed [11B] model, \$7.95)
P 1/C 1

11 This wooden boomerang is suitable for novices, but is trickier to master than a flying disc. Designed by Australian throwing champion Bob Burwell, The Rippa will sail over 100 feet, circle around, and return to the thrower. There's great satisfaction in learning to catch your own throws—but be sure to do so only in a large, empty field.



11



12

NEW AVIAR

(Innova Champion Discs, \$12 [12A]; Aero, \$10 [12B]) P 2 or more/C 1

12 Designed by a top disc-player, this high-performance plastic disc—along with the Aero, also by Innova—can fly farther than any rival brand of flying disc. The Aero is preferred for the sport of disc golf, while the Aviar is better for all-around throw-and-catch play. Both come in a variety of weights and colors; heavier discs are for more experienced throwers.

13

NEW AEROBIE

(Superflight, \$9) P 2 or more/C 1

13 No object in human history has been thrown as far as Aerobie, which has flown an amazing 1,046 feet. Improved aerodynamics have made this flying ring more stable and even easier to throw than the Skyro ring of a few years back. A word of caution to beachgoers: It doesn't float.

Mostly Murder

NEW CLUE VCR MYSTERY GAME

(Parker Brothers, available in VHS or Beta format, around \$40)
P 2-5/C 3/T 1h (not pictured)

14 Colonel Mustard, Miss Scarlet, and the other famous Clue characters (see Hall of Fame)—joined by such new personalities as Madame Rose, Sergeant Gray, and the Butler Didit—are brought to life in three five-act plays that form the basis for 18 different games. Each game becomes a puzzle in which players combine what they see on the TV screen with information they find on special clue cards, as they compete to solve crimes and guess each other's secret identities. (Oct. 85)

SLEUTH

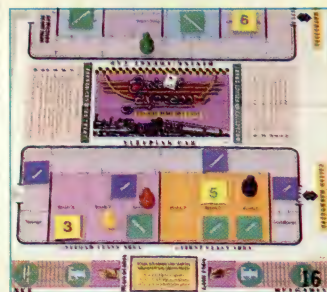
(Avalon Hill, around \$8)
P 3-6/C 2/T 1h (not pictured)

15 A card is removed from a deck of 36 "gem" cards, each one a unique combination of color, stone, and setting (e.g., a "red opal pair"). Players identify the missing card by asking each other questions about the cards they hold. The choice of questions is governed by a "search" deck. Depending on the question, the responder must show some cards to the questioner or state how many cards he has of a certain type. Sleuth was invented by GAMES Contributing Editor Sid Sackson.

NEW ORIENT EXPRESS MYSTERY DETECTIVE GAME

(Just Games, \$20) P 1-6/C 3/T 1h

A murder is committed aboard a famous train. The players, representing well-known detectives en route to a criminologists' convention, move their tokens through the train to identify the killer(s) and motive before the train reaches its destination. Clues, which must be pieced together as in a logic puzzle, are obtained by searching rooms, questioning suspects and crewmen, and sending telegrams at specified stations. A player may use a secrecy token to make a clue less accessible to others, or may steal a clue from an opponent by landing on him. Ten cases are provided, and 10 more are available separately. The game was invented by GAMES Senior Editor R. Wayne Schmittberger.



221B BAKER STREET

(John Hansen, \$14.95) P 2-6/C 3/45m

18 Logic, intuition, and puzzle-solving ability are needed as players race through Sherlock Holmes's London to find clues to a mystery. At each of 14 locations, a player will find either general information about the mystery, specific charade-style clues to the solution, or occasionally nothing at all. If you think someone else is about to win, you should gamble by guessing the solution first. Twenty cases come with the game, and additional case sets are available.

SHERLOCK HOLMES CONSULTING DETECTIVE

(Sleuth Publications, \$30 [19A]; Mansion Murders [19B] and Queen's Park Affair [19C] supplements, \$12 each)
P 1 or more/C 3/T 90m or more

19 Playing this game is like living in a Holmes story. Each turn, visit one of some 250 London locations, looking for clues to a mystery. Or search through a London newspaper for useful facts and rumors. The 10 cases of this atmospheric and well-researched game are loaded with red herrings, subtle clues, and mysteries within mysteries. Supplements provide additional cases.



19



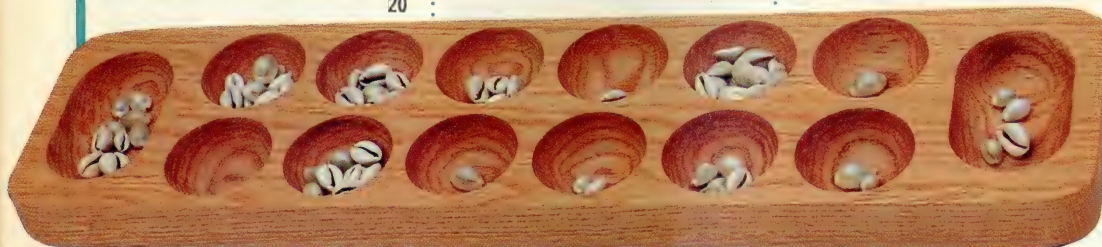
Classic Strategy

ADI

(World Wide Games, \$24.95)
P 2/C 2/T 45m

20 Mancala games originated with Stone Age African tribes, yet display all the mathematical complexity of the computer age. Players pick up cowrie shells from a pit on their side of the board, then sow them into other pits one at a time, moving in order around the board. The object is to capture the most shells, and the method of capture varies according to the game played. This set includes rules for Adi (from Ghana) and Dakan (from Indonesia), but can also be used for wari and many other games.

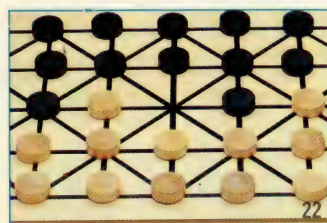
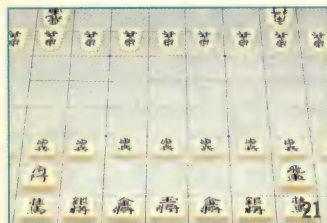
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SHOGI

(The Shogi Association, P.O. Box 77, Bromley, Kent, U.K.; available with blue vinyl board and either Japanese pieces shown, \$12 postpaid, or with Westernized pieces showing moves, \$20 postpaid) P 2/C 3/T 1h

21 This centuries-old Japanese game is much more intricate than Western chess. A captured piece becomes the property of the capturing player, who may drop it back into play on any later turn. Thus, exchanging pieces complicates a position, and games typically finish with a wild race in which a single move may decide who checkmates whom.



22

NEW FANORONA

(International Fanorona Assoc., 278-A Meeting St., Charleston, SC 29401, \$22.95 postpaid) P 2/C 2/T 20m

22 Few traditional games are as interesting or unusual as fanorona, the national game of Madagascar. The wooden pieces look like checkers, but do not jump: Uniquely, they capture by approaching or withdrawing from enemy pieces. (Mar. 85)



25

NFL STRATEGY

(Tudor, \$24.95) P 2/C 3/T 90m

25 This simple but realistic football simulation lets you call all the plays during a regulation NFL game. The offensive player chooses one of 40 cards, the defensive player one of 12. Cards are inserted into a slot, and windows reveal the possible outcomes—one of which is chosen randomly. A nice bonus is an NFL-style playbook, which does a good job of explaining advanced strategy.



26

NEW FOOTBALL FEVER

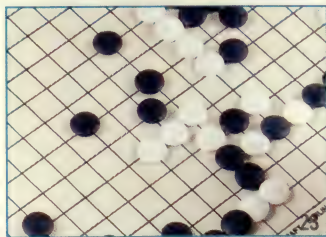
(Orbus Marketing, 450 Lakeville St., Suite 225, Petaluma, CA 94952; \$43.45 postpaid) P 2/C 3/T 90m

27 Despite its elaborate-looking equipment, this is a relatively simple football simulation that captures much of the strategy and drama of the real thing. The offensive player calls "run," "draw," "pass," or "bomb" as he throws five football-shaped dice, plus a "referee" die that may produce a penalty. Before knowing the play, the defensive player throws either a run, pass, or blitz defense die. The results of both players' throws determine the yardage gained or lost. Special plays like field goals and kickoff returns make use of other dice (there are 20 in all). A handsome carrying case contains the board used to keep track of ball position and elapsed time.

NEW PURSUE THE PENNANT

(Pursue the Pennant, Collector's Edition, \$35.95) P 2/C 3/T 90m

26 Create a baseball team from among 700 major league players, then try to outmanage the opponent. Athletes are represented by cards showing such detailed statistics as their fielding, base-stealing, and clutch-play abilities. Hitter-pitcher confrontations are resolved by rolling three colored dice, whose combined numbers correspond to a result on the hitter's or pitcher's card. Players can be robbed of hits, get tired or injured, or even get thrown out of the game for arguing with the umpire.



PIERRE CHANTEAU

Sports Strategy

SPEED CIRCUIT

(Avalon Hill, around \$14)
P 2-6/C 3/T 1h

24 Choose a car with the advantages you prefer—high maximum speed, good acceleration, powerful brakes—and race it on a famous track. Each turn, you secretly write down your speed, hoping to advance a corresponding number of spaces without being blocked by an opponent. Curves require careful planning, but players may try to take them at an unsafe speed if they don't mind risking a crash.



27

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COSMIC ENCOUNTER

(West End Games, \$17)

P 2-4 (4)/C 3/T 90m

35 Each player is an alien, trying to establish bases on enemy planets. Rules are simple, but each alien can break them in a different way—The Mind, for example, may peek at other players' cards. The resulting complications make the game both light-hearted and challenging. Expansion sets add aliens and allow more players. (S/O 78)

ILLUMINATI

(Steve Jackson Games, \$7 [36A]; expansion sets 1 [36B] and 2 [36C], \$6.50 each) P 2-6 (4-6)/C 3/T 2h

36 Secret societies like the Gnomes of Zurich and the UFO's vie for world domination in this strategic and very humorous card game. Power and wealth come from controlling other groups, which range from Cycle Gangs to Republicans to Punk Rockers. The various groups may be conservative or liberal, peaceful or violent, straight or weird, or just plain fanatic—and these traits partly determine how easy or hard it is to subvert them. (Feb. 83)



-6 (4-6)/C 3/T 3h

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36



34



32

edition \$16.95)
P 2 or more/C 4/T 1h or more

32 If you like the Mad Max films, you'll love the futuristic world of Car Wars, where "autodueling" is the most popular spectator sport. Attack other drivers with anything from tire-splatters and oil slicks to flamethrowers and rockets until there's only one survivor. Since its publication in 1982, Car Wars has spawned many expansion sets, accessories like deluxe road sections and "Uncle Albert's 2035 Catalog," and even its own magazine, *Autoduel Quarterly*.

NEW WABBIT WAMPAGE

(Pacesetter, Ltd. \$15) P 2-4/C 3/T 1h

34 Why are wabbits—er, rabbits—on the wampage? You won't stop to ask when they chase you with pitchforks, chainsaws, and shotguns. Up to three rabbit players (the more the merrier) are out to destroy the farm, while the Farmer Brown player tries to knock the long-eared maniacs back into their holes. If your side starts to lose this battle of agricultural mayhem, you can always mail-order some dynamite or an Acme H-Bomb Kit.

Classic Strategy

ADI

(World Wide Games, \$24.95)
P 2/C 2/T 45m

20 Mancala games originated with Stone Age African tribes, yet display all the mathematical complexity of the computer age. Players pick up cowrie shells from a pit on their side of the board, then sow them into other pits one at a time, moving in order around the board. The object is to capture the most shells, and the method of capture varies according to the game played. This set includes rules for Adi (from Ghana) and Dakan (from Indonesia), but can also be used for wari and many other games.

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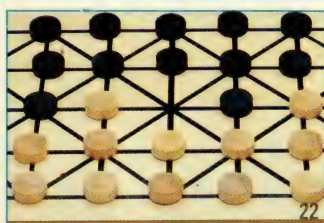
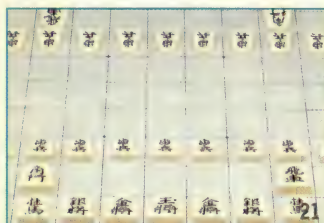
SHOGI

(The Shogi Association, P.O. Box 77, Bromley, Kent, U.K.; available with blue vinyl board and either Japanese pieces shown, \$12 postpaid, or with Westernized pieces showing moves, \$20 postpaid) P 2/C 3/T 1h

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SPEED CIRCUIT

(Avalon Hill, around \$14)
P 2-6/C 3/T 1h

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27

NEW FANOR

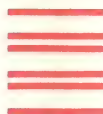
(International Fanor Meeting St., Char \$22.95 postpaid)

22 Few traditions as interest fanorona, the n Madagascar. TI look like check jump: Uniquely, approaching or enemy pieces.

GO

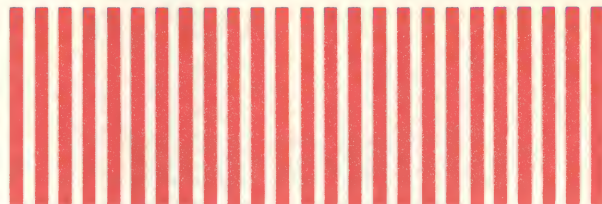
(Sabaki Go Comp board and acrylic P 2/C 2/T 1-2h

23 The basic concept of su finds pure expri cient Chinese g experts consider gy board game has simpler rule much more dep by the lack of s mers have had ers to play the



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Strange Worlds

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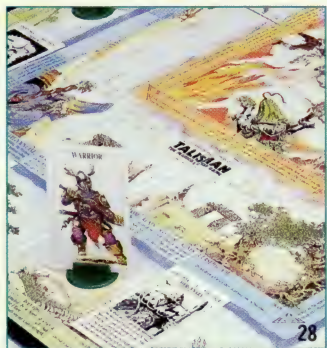
(Games Workshop, \$19)
P 2-6/C 4/T 90m

28 The colorful board of this fantasy adventure fills up with monsters, potential allies, and magical objects which players meet on their travels. Encounters may cost players an extra life, or may give them the spells needed to enter the dangerous inner track. There, were-wolves and vampires guard the Crown of Command that can force other players out of the game. (Oct. 84)

BEYOND THE STELLAR EMPIRE

(Adventures-by-Mail, Box 424, Cohoes, NY 12047; fee \$17, includes rules, set-up, and first three turns, plus \$3.50 to \$6 per turn thereafter; rules alone, \$5)
P 1/C 5/T many months (not pictured)

29 Players join companies like Frontier Exploration and Trade, seeking the interstellar route to fame and fortune in this play-by-mail game. Combat is rare, but there's an ever-present danger from the pirate group Rip-tide. Careful and clever players may find themselves governors of lively planetary colonies, complete with powerful defensive lasers and a space bar right out of *Star Wars*. (May 84)



NEW BLACK MORN MANOR

(Pacesetter Ltd., \$15) P 2-6/C 3/T 2h

30 Enter Black Morn Manor and odds are you'll never leave. In this challenging game of terror, two or three players work together to defeat the horror of the house ("The Master") and its ghoulish minions. You may take the role of an intrepid envoy of good, or the evil Master itself. Players use tiles to build the Manor and its grounds, so the board is different each game. The nature of the Master also changes, and last night's stake and mallet may prove less than effective against tonight's diaphanous ghost.

NEW TALES OF THE ARABIAN NIGHTS

(West End Games, \$18)
P 1-6/C 3/T 1-3h

31 Part board game, part interactive storybook, Arabian Nights lets players journey through the medieval Arabia of Sheherezad, from fabled Baghdad to wealthy Cathay. Taking the roles of such characters as Ali Baba or Aladdin, players begin each turn by drawing a card. The cards, plus a remarkable "reaction matrix" that indicates how your character may act, result in encounters with thieves, viziers, and other shifty sorts. Each player starts the game with three skills, like Bargaining or (our favorite) Courty Graces, which are crucial to his destiny.

CAR WARS

(Steve Jackson Games, new Deluxe edition \$16.95)
P 2 or more/C 4/T 1h or more

32 If you like the Mad Max films, you'll love the futuristic world of Car Wars, where "autodueling" is the most popular spectator sport. Attack other drivers with anything from tire-splatters and oil slicks to flame-throwers and rockets until there's only one survivor. Since its publication in 1982, Car Wars has spawned many expansion sets, accessories like deluxe road sections and "Uncle Albert's 2035 Catalog," and even its own magazine, *Autoduel Quarterly*.



DUNE

(Avalon Hill, \$14) P 2-6 (4-6)/C 3/T 3h

33 The flavor of Frank Herbert's classic novel is captured perfectly in this highly playable game, where players vie for control of a planet whose spice is the key to galactic domination. Battles are dramatic, as players simultaneously reveal the leaders, troop strengths, and special weapon or defenses that they have secretly committed. Don't put too much trust in any single one of your leaders: He or she could be a traitor waiting to betray you at a crucial moment.

NEW WABBIT WAMPAGE

(Pacesetter, Ltd. \$15) P 2-4/C 3/T 1h

34 Why are wabbits—er, rabbits—on the wampage? You won't stop to ask when they chase you with pitchforks, chainsaws, and shotguns. Up to three rabbit players (the more the merrier) are out to destroy the farm, while the Farmer Brown player tries to knock the long-eared maniacs back into their holes. If your side starts to lose this battle of agricultural mayhem, you can always mail-order some dynamite or an Acme H-Bomb Kit.

COSMIC ENCOUNTER

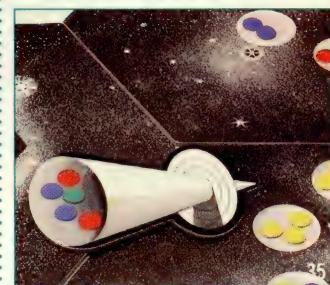
(West End Games, \$17)
P 2-4 (4)/C 3/T 90m

35 Each player is an alien, trying to establish bases on enemy planets. Rules are simple, but each alien can break them in a different way—The Mind, for example, may peek at other players' cards. The resulting complications make the game both light-hearted and challenging. Expansion sets add aliens and allow more players. (S/O 78)

ILLUMINATI

(Steve Jackson Games, \$7 [36A]; expansion sets 1 [36B] and 2 [36C], \$6.50 each) P 2-6 (4-6)/C 3/T 2h

36 Secret societies like the Gnomes of Zurich and the UFO's vie for world domination in this strategic and very humorous card game. Power and wealth come from controlling other groups, which range from Cycle Gangs to Republicans to Punk Rockers. The various groups may be conservative or liberal, peaceful or violent, straight or weird, or just plain fanatic—and these traits partly determine how easy or hard it is to subvert them. (Feb. 83)



Blood, Sweat, T and Tears

A HOUSE DIVIDED

(Game Designers' Workshop, around \$10) P 2/C 3/T 90m

37 Though quicker and simpler to play than its rivals, this may be the most interesting and strategically demanding American Civil War simulation. Players have great freedom in choosing where to bring in new recruits each turn. By reinforcing one area—the East Coast, say, or the Mississippi River—a player can shift the focus of the action in a few short turns. The game is well balanced, even though the two sides have different strengths and objectives. (M/A 82)

NEW THE THIRD WORLD WAR

(Game Designers' Workshop, around \$18) P 2/C 5/T 3-4h

38 This thought-provoking game lets players simulate the what-if possibilities of a NATO-Warsaw Pact clash. Each turn, players decide whether to refrain from using nuclear weapons before beginning conventional attacks. The air war is exciting and deadly, while ground forces can become locked in a long war of attrition. Extend the war to include other theaters by adding the same company's Southern Front and Arctic Front.



NEW CONQUEST OF THE EMPIRE

(Milton Bradley, around \$23) P 2-6/C 4/T 2h

39 Over 300 molded plastic pieces representing Roman soldiers and cavalry, roads and cities, galleys, catapults, and coins make this the handsomest wargame around. You start in control of a small area, get income from your provinces, and spend it to build military capabilities and transportation lines. The chesslike goal is to eliminate every other player's "Caesar" while protecting your own at all costs. (Mar. 85)



QUEBEC 1759

(Columbia Games, \$20) P 2/C 3/T 1h

40 Even nonwargamers will enjoy this simple but intriguing reenactment of the fateful encounter between Montcalm and Wolfe. British, French, and American Indian troops are represented by wooden blocks whose faces are kept hidden from the opponent until a battle starts. Deception is crucial: On crossing the river, the British must try to avoid the strongest French defenses, while the French must decide whether the first British attack is only a feint.

NEW HITLER'S WAR

(Avalon Hill, around \$18) P 2-3/C 4/T 90m-5h

41 Unlike most games on World War II's European theater, this one is brief and amazingly playable. Each turn represents a season, during which players can move their units any distance as long as they remain behind the current front. The scenarios are involving and exciting, and cover the entire war from Operation Barbarossa to the Fall of Germany. (Sept. 85)



NEW THE ROYAL NAVY

(Quarterdeck Games, around \$17) P 2/C 4/T 1-2h

42 The *Bismarck* and the *Hood* sail again in this thrilling game of the British Empire at sea. The great naval engagements of both World Wars are presented in 13 tense scenarios that let players attempt to change history. Rules and charts are clearly presented, and the counters—each depicting a famous ship—are nicely detailed. A labor of love, this highly playable game is one of the best naval battle games we've seen.



NEW PAX BRITANNICA

(Victory Games, around \$24) P 4-7/C 5/T 8-10h

43 This detailed simulation of the colonial era leading up to World War I is played on a beautiful, oversize gameboard of two 22" x 32" sheets, showing a polar-perspective map of the world. Over 660 counters of different shapes and colors keep track of colonies, merchant fleets, income, and the level of tension throughout the world. Though complex, this is a very rewarding game of alliance, competition, and conquest.



NEW AXIS & ALLIES

(Milton Bradley, around \$23) P 2-5/C 4/T 3h

44 Some 300 plastic miniatures—representing infantry, aircraft carriers, submarines, and more—help reenact World War II in exciting, highly playable fashion. Each turn, players use their limited resources to buy units they think they'll need later, or invest in "weapons research" that may or may not pay off. There are never enough resources for everything, so a player often must give ground in one part of the world to make progress elsewhere. (Jan. 85)

ACE OF ACES

(Nova Game Designs; Handy Rotary [45A], Powerhouse [45B], Flying Machines [45C], and Balloon Buster [45D] editions, \$18 each) P 2/C 3/T 45m

45 World War I dogfights have inspired many good games, but only this one makes you feel you're right in the cockpit. Each player holds a book showing the enemy plane as seen through the cockpit window, and chooses one of 16 different maneuvers. A simple cross-referencing scheme leads to a new view of the enemy. When you see the other plane firing at you point-blank, you're in trouble. (J/F 81)



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LET'S GET IT TOGETHER  BUCKLE UP.



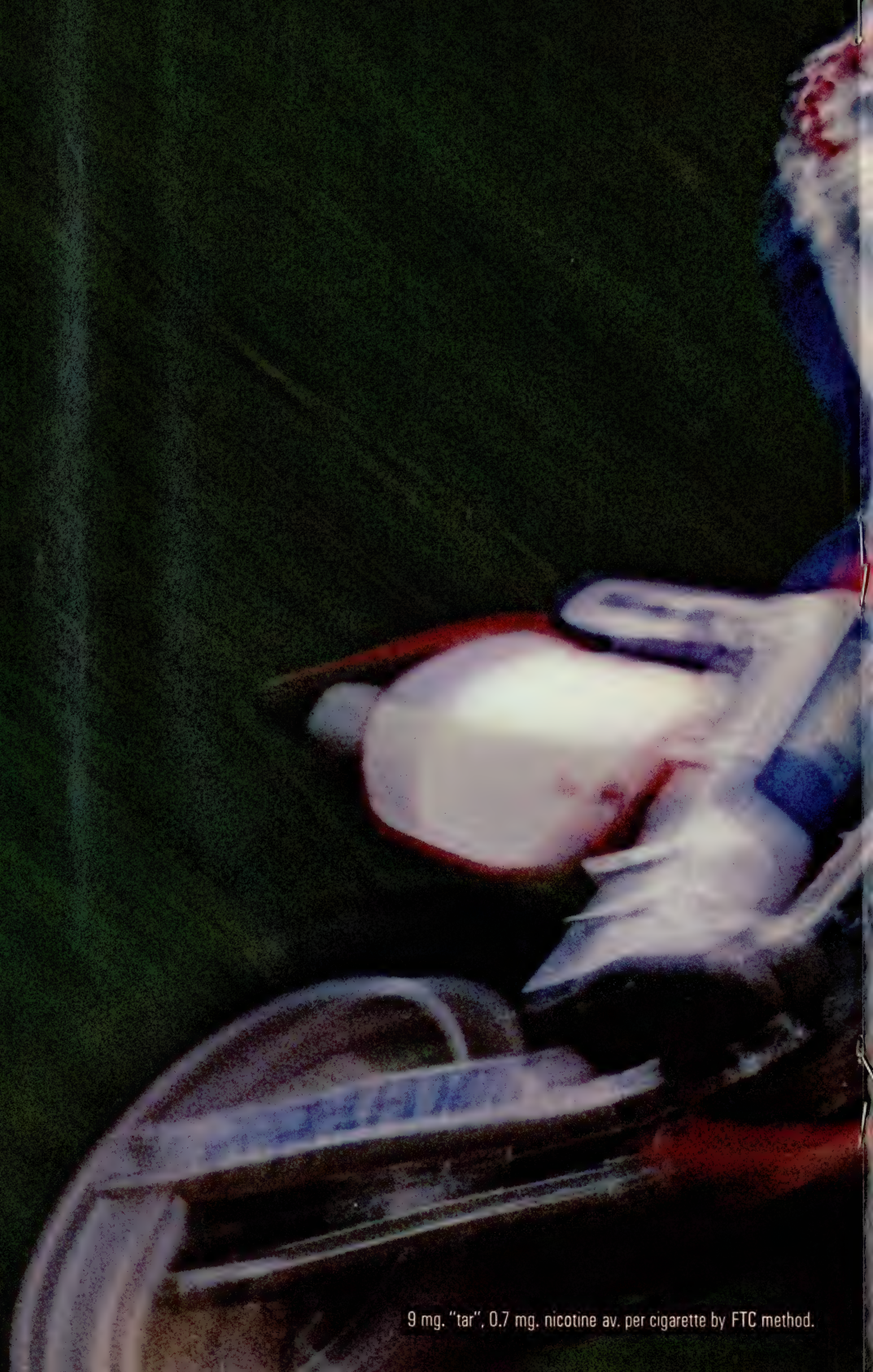
VANTAGE

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VANTAGE



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Abstract Strategy

QUINTILLIONS

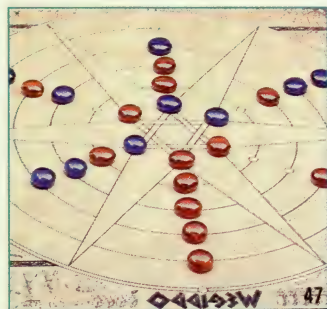
(Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122, \$36 postpaid; Superquintillions supplement, \$49 postpaid)
P 1-4/C 1-2/T 5m-45m

46 The 12 precision-cut wooden pieces that form the basic Quintillions set can be thought of as 3-D "pentominoes." They represent the possible shapes formed by joining five cubes—all lying in the same plane—at their faces. The Superquintillions supplement adds 18 new pieces of more complex shapes. With the basic set come rules for dozens of puzzles and four different games, all of which will stretch your sense of spatial relations to the limit. (S/O 81)

NEW MEGIDDO

(Global Games, E. 8112 Sprogue Ave., Spokane, WA 99212; \$21 postpaid)
P 2-3 (2)/C 2/T 20m

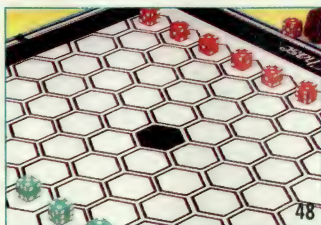
47 This highly tactical game, played on a board of six concentric rings crossed by six spokes, never takes more than 36 moves. Players take turns placing their stones on intersections. By bracketing a pair of enemy stones at both ends, a player captures them and substitutes his own stones—which may, in turn, bring about more captures. Six of your stones in a row, or making six captures, wins. A tournament variation makes the game even more challenging by treating each spoke as though its end points adjoined. (Sept. 85)



NEW CHASE

(Blue Dolphin Games, Box 9632, Ft. Lauderdale, FL 33310-9632; \$17.95 postpaid)
P 2/C 3/T 45m

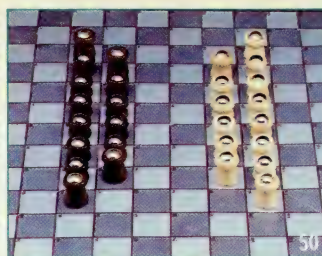
48 The 20 dice in this unusual strategy game are never rolled. Instead, they act as pieces that move the exact number of spaces shown on each one's top face. Capture opposing pieces by landing on them, and recover your own lost pieces by landing on a special center space. When you lose a piece, you must increase the numbers showing on your other pieces—making them less maneuverable. (Oct. 85)



PENTE

(Parker Brothers, tube edition with vinyl board shown, around \$20; boxed edition with folding board, \$10)
P 2-4 (2)/C 2/T 20m

49 Handsome playing equipment, simple rules, and quick playing time have helped make Pente one of the most commercially successful abstract games of the past decade. Players take turns placing a stone on an intersection, trying to get five stones in a row or capture five pairs of stones by bracketing them at both ends. Pente is nearly identical to the Japanese game of *ninuki-renju*. (J/A 79)



NEW INSIDE MOVES

(Parker Brothers, around \$15)
P 2/C 2/T 20m

50 This is a revival of the game Camelot, popular half a century ago, and it has lost none of its appeal. Players maneuver their pieces—which move and jump by simple rules—through or around the enemy forces and into the enemy goal. Tactics can be very sharp, and an incautious player may easily lose half his pieces in a single turn. (Aug. 85)

NEW UPPER HAND

(Orda Industries, \$8) P 2/C 2/T 15m

51 The object of this refreshingly simple game is to use up your marbles. Players take turns adding marbles to a growing pyramid. When a square is completed containing three or four marbles of a player's color, another marble of that color is immediately placed on top. Late in the game, one placement may set off a chain reaction, giving someone a come-from-behind victory. (Sept. 85)

QUANTUM

(Quantum Game Company, all-plastic edition, \$19.95 [52A]; wooden-frame edition shown, \$39.95 [52B])
P 2-4 (2)/C 2/T 30m

52 Having fewer pieces isn't always bad in this very original blend of strategy and chance. The starting position is determined randomly, by shaking the board until all the pieces fall into its holes, "blank" side up. Blank pieces jump over other pieces, often making many captures in a turn, then are flipped over to become one of two new types of pieces. The scramble to win by occupying the four center squares is always lively, and special "disaster" and "transformation" moves offer resourceful players a good chance to come from behind.

Role Playing

NEW TOON

(Steve Jackson Games, around \$8.95) P 3 or more/C 4 (not pictured)

53 In this zany re-creation of the world of cartoons, the basic rule is to act before thinking; all laws, including those of physics, are subject to suspension. "Falling down" is the worst thing that can happen to your rabbit, duck, or whatever—but minutes later you can be running up sheer cliffs, walking over 30-story windows, and generally living in the fast lane. A new release, Toon Strikes Again, offers more adventures.

JAMES BOND 007

(Victory Games; Basic Boxed Set around \$12.95; Gamemaster Pack supplement \$8.95; Q Manual \$9.95; Modules, providing adventures based on the James Bond films, \$7.95-\$8.95) P 3 or more/C 5 (not pictured)

54 If casinos, dry martinis, and coping with diabolical plans for global conquest sound like nice evening entertainment, then this is your game. Play in the fantasy world of the dashing British agent with thorough rules that cover everything from car chases to seduction. The adventure modules, such as Goldfinger II and Live and Let Die, have enough twists and turns to keep any "double-0" agent hopping. (Feb. 84)

NEW RUNEQUEST

(Avalon Hill, Deluxe set around \$38, Players Box \$20, Gamemasters Box \$25) P 3 or more/C 5 (not pictured)

55 In this third edition, Runequest is the definitive fantasy role-playing game. Once limited to the gameworld of Glorantha, Runequest can now be played in a variety of imaginary settings. Rules are finely polished, and the combat system is even more realistic than before. Boxed supplements, such as Monster Coliseum and The Vikings, give players lots of background information, plus intriguing adventures that will test the mettle of the most intrepid.

NEW PARANOIA

(West End Games, around \$17)
P 2-8/C 4/T 3-4h (not pictured)

56 The time is the future, and an all-powerful, all-seeing semi-deranged computer controls an underground society that lives in a constant state of paranoia.

But dozens of secret societies, from the Anti-Mutants to the Siera Club, are planning the overthrow of the computer. Each player is a member of a secret society trapped in a madcap, life-or-death version of "Whom Do You Trust." The answer, as the computer forever reminds players, is no one.

NEW DC HEROES

(Mayfair Games, around \$17)
P 2 or more/C 5

57 Long awaited by fans of the Man of Steel, DC Heroes soars above the many other superhero role-playing games. It features famous characters from DC Comics—Superman, Batman, the Joker, Wonder Woman—and offers a wealth of detail (like a complete layout of the 15-level Titans' Tower). The game comes with three well-written rule books, full-color cards and counters depicting over three dozen heroes and villains, as well as sample adventures that will have you fighting for Truth, Justice, and the American Way.

STAR TREK, THE ROLE-PLAYING GAME

(FASA Corporation, Deluxe Edition around \$25, Boxed Edition \$12)
P 3 or more/C 5 (not pictured)

58 The Star Trek universe continues to grow. This successful game has been supported by a wide selection of interesting modules, player aids, and finely detailed lead miniatures. Exciting starship combat games are available, as well as extensive background supplements on the Romulans and Klingons. To start your voyages, the deluxe edition of the game includes the manuals and combat simulators needed to get your starship off to the Final Frontier.

NEW SANDMAN: Map of Halaal

(Pacesetter, \$12)
P 2 or more/C 3/T 2-3h per adventure (not pictured)

59 Remarkably, this is one role-playing game that can be played minutes after opening the box. Players find themselves on a train, with no memory of who or where they are. Almost immediately, they are confronted with a murder that has supernatural overtones. The four engrossing adventures in this box, together with future Sandman games, are the basis for a contest (with a sizable cash prize) to discover the real identities of the characters—and that of the dangerous Sandman who appears in the adventures.



57

Trivia Games

NEW STAGE II

(Milton Bradley, around \$30)
P 2-6/C 2/T 1h

60 This boardless game adds a fresh twist to trivia by posing questions in groups of six whose answers are united by a common theme. All players vie to answer each question, and the first to do so correctly wins a chip from a pot. Guessing the questions' theme—anything from types of whales to Burt Reynolds roles—earns you the whole pot if you're right, but a penalty if you're wrong. (Aug. 85)



60

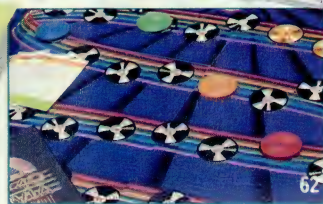
TRIVIAL PURSUIT

(Selchow & Righter, Master Genus Edition [61A] and Young Players Edition [61B], \$29.95 each; Genus II [61C], Silver Screen [61D], All-Star Sports [61E], Baby Boomer [61F], and RPM [61G] supplements, \$24.95 each) P 2-6/C 2/T 2h

61 A hundred other trivia games have appeared since Trivial Pursuit became the fastest-selling game in history. But the original remains far and away the best, due mainly to the quality of its questions, which are entertainingly written and have just the right difficulty level. The new Young Players Edition allows the entire family to enjoy the game. (Sept. 82)



61



62

NEW TOP 40 TRIVIA

(The Earls of Esoterica, around \$40)
P 2-6/C 2/T 45m

62 The 6,400 questions in this pop music quiz are divided into two eras—'50s-'60s and '70s-'80s—and subdivided into 40 categories, such as Duos, Dance Songs, and Inane Titles. Play is fast and simple, often ending in a scramble for position in the "Top 10" spaces. The questions are generally easier than Trivial Pursuit's RPM Edition, and the chance to pick one's favorite era makes this a great two-generation game. (Apr. 85)

Making Ends Meet

NEW OCTILES

(Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122, \$55 postpaid) P 2-4/C 2/T 90m

63 Players maneuver five "runners" across a board of eight-sided wooden tiles and square plastic "stop" spaces. Each turn, a player may either advance a runner to a new stop along paths on the wooden tiles, or change the paths by rotating a tile or replacing it with another. The going gets tight—and tense—in the center, but afterward you can relax with one of 30 solitaire challenges, such as arranging the tiles to form the longest possible closed loop. (Apr. 85)



63

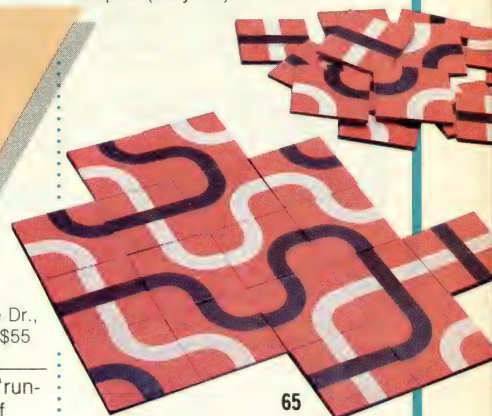


64

KALIKO

(Future Classics, \$28) P 2-4/C 2/T 1h

64 Silk-screened Lucite tiles make playing this game a visual treat as well as a mental challenge. Players add one or more tiles each turn to a growing network of paths of three colors, earning points for extending existing paths, crossing a path over itself, and closing paths into loops. A tile that fits into a blank spot in the network can be saved for a high-scoring endgame play, since each of the 85 tiles is unique. (May 83)



65

TRAX

(Excalibre Games, Box 32407, Fridley, MN 55432 \$8 postpaid)
P 2/C 2/T 20m

65 Both players use the same set of tiles in this intricate, boardless connection game. Each tile shows both black and white paths, in either of two configurations (depending on which face is up). Tiles are placed on a flat surface next to previously placed tiles so that paths of the same color touch. When a tile can be placed only one way, it is placed there as a "forced move" that does not count as a turn. The winner is the first player to form either a closed loop or a path that runs across eight rows or columns of tiles. (Oct. 82)

Decks and Dice

NEW KWA-DO

(Renroc, \$7.95) P 2-6 (3)/C 3/T 1h

66 The 48 decorated cards in this colorful game are larger than those in a traditional Japanese *hanafuda* deck, but the images they depict are the same. The deck can be used to play several games, most of which resemble the western game of casino. Generally, a card can take another card if it shows the same kind of flower. Cards bearing animals and special scenes have higher point values, and bonuses are earned for taking certain combinations.



66

PIERRE CHANTEAU



72

MARRAKESH

(Xanadu Leisure, Box 10-Q, Honolulu, HI 96816; \$49.50 postpaid) P 2/C 3/T 45m

72 An elaborate scoring system increases the importance of strategy in this addictive game of second-guessing. Hands are dealt from a special deck, and cards are played one at a time face down. The winner of the trick, determined by comparing the suits of the two cards, uses the numbers on the cards to remove pieces from the board according to backgammon bear-off rules. Points are earned for getting all your pieces off first, but doing so with specific timing can mean large bonuses. (M/J 80)

BRIDGETTE

(Xanadu Leisure, Box 10-Q, Honolulu, HI 96816 \$8.95 postpaid) P 2/C 3/T 10m per hand (not pictured)

67 Not just a substitute for bridge, Bridgette is an outstanding card game in its own right. Three special cards, the "colons," have been added to an otherwise standard deck. Special cue-bidding rules give a player ways to force the opponent to reveal information about his hand, and the colons allow players to force a shift to a new suit. (J/A 82)

COSMIC WIMPOUT

(Cosmic Wimpout; Travel'n Edition \$9.95) P 2 or more/C 2/T 15m

68 This whimsical dice-throwing game is guaranteed to provide many moments of high drama. Sometimes by choice and sometimes by necessity, players who score on the special dice often take great risks by rethrowing. If they throw a new scoring combination, the drama may continue; if not, they "wimp out" and lose all their points for that turn, usually to the cheers of their opponents. (Oct. 82)



68

MHING

(Selchow & Righter, \$12.95) P 2-6 (4)/C 3/T 15m per hand

69 Based on Shanghai-style Mah-Jongg, Mhing is played with an exotic 150-card deck containing three basic suits (bamboos, characters, dots), honor cards (winds and dragons), flower cards, and wild "Mhing" cards (which we prefer not to use). The game plays much like rummy, but different going-out combinations have a great range of values. A player often must choose whether to go for an easy-to-complete but low-scoring hand, or risk waiting for a big hand. (Oct. 82)



69

HIGH HAND

(Milton Bradley, around \$10) P 2 or 4 (4)/C 2/T 45m

70 Though the high poker hand wins in this game, no luck is involved—only judgment and foresight. Cards are dealt face up onto the board, and players collect them by landing on them with their tokens. If you think someone else will wind up with the best hand, you can declare yourself to be his partner—after which you must work to make sure that your prediction turns out to be right. (Aug. 84)



73

GRASS

(Euro-Commerce, \$9.50) P 2-6 (4-6)/C 3/T 45m

71 In this offbeat game, players peddle marijuana while putting the heat on rivals with cards like "Bust" or "Search and Seizure." The action is unrelenting, with many strategic options; use the "Banker" card to skim off other players' profits, or trade for a "Protection" card that could save you from being "Utterly Wiped Out."



70



71

VENTURE

(Avalon Hill, around \$7) P 2-4/C 2/T 15m per hand

73 Few card games work well for just two players, but this one—invented by GAMES Contributing Editor Sid Sackson—is a notable exception. Players are dealt cards from a "resource" deck, and may spend them immediately or save them in an attempt to collect more valuable combinations. Corporations are purchased and grouped into conglomerates, whose profits depend on how compatible its companies are. (Oct. 84)

SUPER RACK-O

(Milton Bradley, around \$10) P 2-4/C 2/T 15m per hand

74 In this enhanced version of the classic Rack-O, each player is dealt two racks of numbered red and blue cards. Players draw and discard, but never rearrange cards within a rack, trying to achieve one all-red and one all-blue rack, each in numerical order. Thoughtful play is rewarded, and good judgment is just as important as good luck.



74

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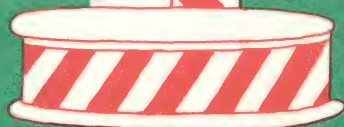
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NEW YELLOWSTONE

(Avalon Hill, \$18) P 2-4/C 3/T 90m

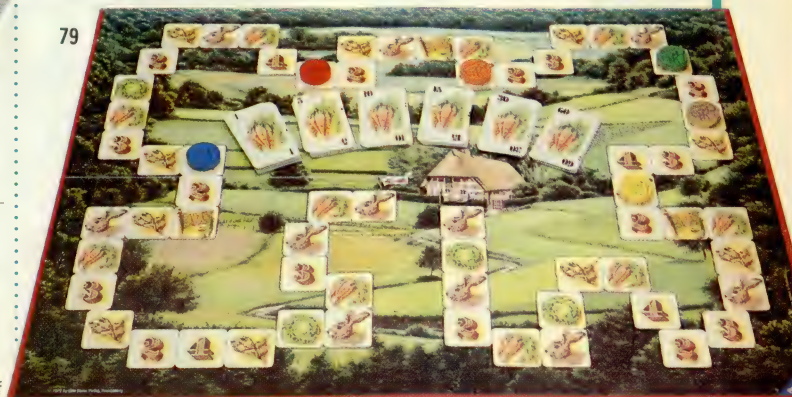
82 The struggle to survive against nature's unpredictable dangers is realistically simulated in this game of luck and skill. Each player represents a different herd—bison, bighorn sheep, elk, or mule deer—making its yearly trek between its Winter and Summer Ranges as quickly and safely as possible, while competing with other herds for food. Players also control predators—from coyotes and mountain lions to human hunters. Predators are most often used to disrupt the opponents, but if a wounded animal is slowing you down, sacrificing it may be a good idea.



Orders received by Oct. 15 will start with the Jan. issue. Orders received after Oct. 15 will start with the following issue.

countries.

79



NO JIVE YO-YO

(Tom Kuhn Custom Yo-Yos, \$12.95)
P 1/C 1

77 This hardwood Classic Yo-yo can be taken apart and reassembled in two other ways (Flying Camel or Pagoda-yo), making it a "three-in-one" Yo-yo. Instructions are provided for performing "Rock the Baby," "Around the World," and seven other famous tricks.

HARE & TORTOISE

(Ravensburger, \$20) P 2-4/C 3/T 1h

79 Don't be fooled by this game's storybook theme: It's the most strategic race game ever devised. Players spend carrots to move ahead, but the cost increases sharply the faster a player goes. If, like a hare, you speed ahead, you may run out of

Decks and Dice

NEW KWA-DO

(Renroc, \$7.95) P 2-6 (3)/C 3/T 1h

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MHIN

(Selchow P 2-6 (4)

69 Be with an contain (bambo honor c ons), flk "Mhing not to u much li going-o great r often m for an e scoring a big h

HIGH

(Milton E P 2 or 4

70 Th wi involve foresigh onto the lect the with the someor the bes yourself which y sure that your prediction turns out to be right. (Aug. 84)

GRASS

(Euro-Commerce, \$9.50) P 2-6 (4-6)/C 3/T 45m

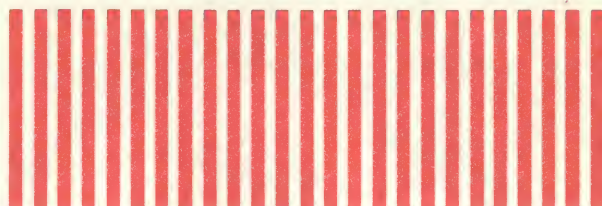
71 In this offbeat game, players peddle marijuana while putting the heat on rivals with cards like "Bust" or "Search and Seizure." The action is unrelenting, with many strategic options; use the "Banker" card to skim off other players' profits, or trade for a "Protection" card that could save you from being "Utterly Wiped Out."



rearrange cards within a rack, trying to achieve one all-red and one all-blue rack, each in numerical order. Thoughtful play is rewarded, and good judgment is just as important as good luck.



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SKITTLES

(World Wide Games, Box 450, Delaware, OH 43015; \$129.95 postpaid) P 1-4/C 1

75 This classic table game provides all the action and drama a sporting player could wish. Players take turns spinning a wooden "top" by winding a string around it and pulling sharply. The top takes off, bouncing off walls and finding its way through doorways of the playing board as it racks up points by knocking over pins. Measuring 40" x 18", Skittles is just one of this company's line of finely crafted hardwood games.

NEW NERF POOL

(Parker Brothers, around \$25) P 2/C 2

78 Almost any medium-size table can be used for this mini pool game, which comes with elastic "cushions" attached with plastic clamps. The cue ball and nine colored balls have a soft surface to protect your tabletop, but are hard enough inside to make accurate shots possible. The set is suitable for both Eight-Ball and Straight Pool. (Jan. 85)



78

carrots and lose time getting more. If you're too much of a tortoise, though, you may have too many carrots to finish with. To win, jockey for a position in the middle of the pack and make your move to the finish at just the right time. (S/O 78)

NEW PRIVATEER

(First Edition Graphic Art Studios, \$12) P 2-4/C 2/T 20m

80 Wooden pieces and a cloth board enhance this fast-paced game of fortune on the high seas. Each player has three ships, which move according to dice throws. The object is to take a treasure from a central island—or from a ship that has already grabbed it—and bring it back to your home harbor. Or win by eliminating all enemy ships. Expect most games to have a tense, exciting finish.



80



NEW YELLOWSTONE

(Avalon Hill, \$18) P 2-4/C 3/T 90m

82 The struggle to survive against nature's unpredictable dangers is realistically simulated in this game of luck and skill. Each player represents a different herd—bison, bighorn sheep, elk, or mule deer—making its yearly trek between its Winter and Summer Ranges as quickly and safely as possible, while competing with other herds for food. Players also control predators—from coyotes and mountain lions to human hunters. Predators are most often used to disrupt the opponents, but if a wounded animal is slowing you down, sacrificing it may be a good idea.



81

BLOCKHEAD

(Pressman, around \$7) P 2 or more/C 1/T 10m or more

76 Every game of Blockhead inspires attempts at greater feats of balancing. Each turn, you add another irregularly shaped block to a tower, trying to make it as unsteady as possible without toppling it. Each time you knock a tower over, it's one strike against you; after three strikes, you're out. In this game, adults have only a slight advantage over children.



76



77

NO JIVE YO-YO

(Tom Kuhn Custom Yo-Yos, \$12.95) P 1/C 1

77 This hardwood Classic Yo-yo can be taken apart and reassembled in two other ways (Flying Camel or Pagoda-yo), making it a "three-in-one" Yo-yo. Instructions are provided for performing "Rock the Baby," "Around the World," and seven other famous tricks.

The Race Is On

HARE & TORTOISE

(Ravensburger, \$20) P 2-4/C 3/T 1h

79 Don't be fooled by this game's storybook theme: It's the most strategic race game ever devised. Players spend carrots to move ahead, but the cost increases sharply the faster a player goes. If, like a hare, you speed ahead, you may run out of

NEW TRAVEL

(The Games Guild, \$13.95) P 2-6/C 3/T 90m

81 In this unusual intercontinental race, players are given different 10-country itineraries. Completing yours first requires luck, judgment, and advance planning. The right ticket lets you travel by car, train, boat, or plane between countries whose board spaces show the right kinds of transportation symbols. When you run low on money for tickets, you spend a turn throwing the dice, which can result in cash, a risky trip to a casino, or a penalty of having to visit additional countries.

79



HALL OF FAME

Last year we introduced the GAMES Hall of Fame, a special group of classic games whose quality and longevity make them deserving of special recognition. This year we induct two more games into this select circle. (Note: Traditional games like chess and go are not included in the Hall of Fame, since we may want to recommend different editions of them from year to year.)

NEW ADDITIONS



STRATEGO (Milton Bradley, around \$10) P 2/C 2/T 45m

Next year will mark the 25th anniversary of Stratego's first appearance in the United States. Previously this strategic variation of "Capture the Flag" was made by the Dutch company Jumbo, but similar games go back at least as far as 1915, when the game Togo was patented in the U.S. Each player controls an army having 40 pieces of 12 different types. When one piece lands on another, their identities are revealed; and, with a few important exceptions, the higher-ranking piece eliminates the other. The first player to locate and capture the other's Flag piece wins.

TWIXT (Avalon Hill, around \$20) P 2/C 2/T 45m

Invented by Alex Randolph and introduced as a 3m Bookshelf game in 1962, Twixt is a pure strategy game of great depth. One player tries to build a fence connecting the east and west board edges, while the other tries to connect the north and south edges. Each turn, a player places a fencepost in one of the board's holes, then connects it to any of his other fenceposts that are exactly a "knight's move" away (the diagonal of a 2- x 3-hole rectangle). As in most connection games, the best offense is a good defense.

CHOSEN PREVIOUSLY



ACQUIRE (Avalon Hill, around \$18) P 2-6/C 3/T 1h

As tiles representing hotels are added to the board, players buy stock in different hotel chains (connected groups of tiles), then see their fortunes rise and fall as small chains are merged into larger ones.



CLUE (Parker Brothers, around \$10) P 3-6 (4-6)/C 2/T 1h

Players deduce the who, how, and where of a different murder each game, by suggesting solutions that the opponents must refute by revealing a card from their hand. (J/F 80)



DIPLOMACY (Avalon Hill, around \$17) P 3-7 (5-7)/C 3/T 5h

By making and breaking alliances and knowing how far to trust each opponent, the craftiest player will end up in control of Europe.



DUNGEONS & DRAGONS

(TSR Hobbies, Basic and Expert Sets, around \$12 each) P 3 or more/C 4

The role-playing explosion grew out of this game's phenomenal success. Countless adventure modules, miniatures, and playing aids are available to enhance the basic game.



MONOPOLY

(Parker Brothers, Deluxe Edition with wooden buildings and the special train token shown, around \$20; 1935 Commemorative Edition in metal box, around \$40; Standard Edition, around \$10) P 2-6 (4-6)/C 3/T 2h

Three different editions of this cutthroat real estate development game mark its 50th anniversary with Parker Brothers, but the game actually dates back to 1904. (M/A 78)



OTHELLO (Ideal, around \$10) P 2/C 2/T 30m

Pieces may be flipped over many times during a game, but only the face they show at the end counts toward victory. This simple abstract game was introduced from Japan in the 1970's, but is virtually identical to the century-old reversi. (S/O 77)



RISK (Parker Brothers, around \$14) P 2-6/C 3/T 90m

This exciting game of global conquest has just the right blend of chance and strategy, and is simple enough to appeal to the entire family.



SCRABBLE BRAND CROSSWORD GAME

(Deluxe Edition, around \$28; Travel, around \$16; Standard, around \$12) P 2-4 (2)/C 3/T 1h

The most strategic word game ever for two players, Scrabble is regularly played in tournaments throughout the country.



SORRY! (Parker Brothers, around \$10) P 2-6/C 2/T 45m

This race game carries on the tradition of the Indian pachisi, except that cards—some of which give players interesting choices—have replaced dice as the means for moving pieces around the board.



YAHITZEE (Milton Bradley, around \$5) P 1 or more/C 2/T 15m

In this highly addictive dice-throwing game, scoring combinations become harder to get as the game progresses—but players who make the best decisions throughout will usually win.

Note: Games in the Hall of Fame are not available from GAMES Mail Order.

Alone At Last

NEW NOVAG SUPER-CONSTELLATION

(Novag, around \$400) P 1/C 3/T 1h

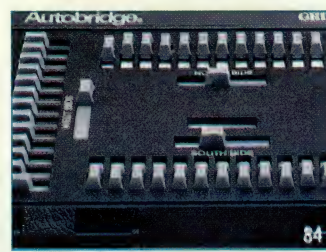
83 Awarded an official Expert rating of 2018 by the U.S. Chess Federation, this is one of the strongest chess computers on the market. It has a touch-sensor board and plays at 16 skill levels, including a remarkably strong speed-chess level and an "infinite" analytic level for problem solving or correspondence chess. Its vast opening repertoire of 20,000 half-moves can be expanded with an optional module, or reprogrammed by the user. Powered by house current or batteries (AC adaptor or batteries are not included), it can be played anywhere.

AUTOBRIDGE

(Grimaud, \$24) P 1/C 3/T 10m per hand

84 While the basics of bridge bidding can be absorbed from books, learning how to play hands requires practice—which in turn requires finding three patient and experienced players. With Autobridge, however, you can get considerable experience on your own. The game takes you through 32 deals (hundreds more are available) one card at a time. Sliding windows reveal and

cover cards as needed. Hands are chosen to illustrate the most important playing principles, and explanations of each deal are provided.



AMBUSH!

(Victory Games, \$24 [85A]; Move Out! supplement, \$12 [85B]; Purple Heart supplement, \$22 [85C]) P 1/C 5/T 3h

85 In this detailed and innovative solitary World War II simulation, you send your squad of men into German-held territory. Hidden enemies are revealed as you enter certain spaces, and your combat decisions—plus a booklet of nearly 1,000 paragraphs—control the way the enemy attack develops. Eight missions come with the game, four more in the Move Out! supplement, and six in Purple Heart.



Power Plays

SPANISH MAIN

(Hartland Trefoil, around \$30)
P 2/C 4/T 3h

86 Relive the glory of the Elizabethan era, when English pirates preyed on gold-laden Spanish ships returning from the New World. Maneuver your fleet across the Atlantic or into combat on one board, while exploring for land, mining precious metals, and building forts on a board of tiles that have a different, unknown arrangement every game.



NEW SUPREMACY

(Supremacy Games, \$36)
P 2-6/C 3/T 4h

87 Conquering the world is a costly undertaking in this intriguing blend of Risk-like tactics and a simple economic system. Players produce oil, gas, and minerals, which are bought and sold (at prices that vary with supply and demand) or used to build and move conventional armies and navies as well as nuclear weapons and orbiting laser-stars (which can shoot down attacking nukes). It's easy to run out of cash, and a bankrupt player loses just as surely as a conquered one. (July 85)



NEW RICH MAN, POOR MAN, BEGGARMAN, THIEF

(Daven Company, \$17.95)
P 2-8/C 3/T 2h

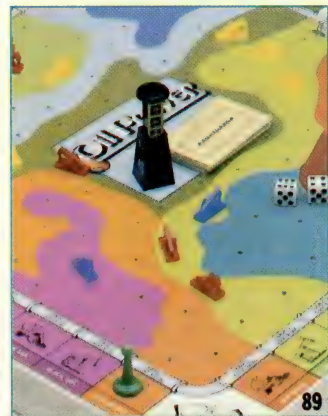
88 Starting as "beggarmen," players circle the board working their way up the ladder of success. Beggars can get "charity" from nonbeggars, rich men and poor men collect regular incomes, and thieves can steal from rich and poor alike. There's fast money to be made through investments and playing the horses, and faster money through gambling on a dice throw—but developing real estate is safer. The many options and sudden changes of fortune make this an exciting, free-wheeling game.



OIL POWER

(Antfarmco, \$25) P 2-6/C 3/T 2h

89 Shaking the game's box changes the pattern of oil fields underneath the board's properties. As in Monopoly, you collect rent when an opponent lands on your property—and the more oil you've discovered there, the higher the rent. Oil exploration uses a clever gimmick: A miniature derrick measures the depths of the board's many little holes. (July 84)



CIVILIZATION

(Avalon Hill, \$22)
P 2-7 (6-7)/C 4/T 2-10h

90 Small tribes grow into powerful empires as players guide their nations from Stone Age to Iron Age. As populations grow, players build cities, acquire goods to trade, and obtain skills such as pottery-making and astronomy that give advantages in play. Shrewd trading can speed progress; famine or civil war may hinder it. A full game can take all evening, but few games are as deeply satisfying. (J/A 82)

DISCRETION

(Princeton Enterprises, \$18)
P 2-6/C 3/T 2h

91 This cleverly designed real estate game allows you to build with borrowed capital, but a bad year will punish those with high payments to meet. Players buy properties at auction, develop them with several types of buildings, and then hope to collect income before too many debts come due—especially any owed to dangerous loan sharks.

NEW BRITISH RAILS

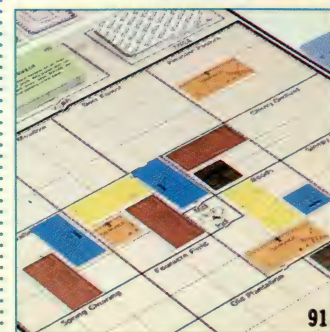
(Mayfair Games, around \$19)
P 2-6/C 3/T 2h

92 Played the same as Mayfair's U.S.-based Empire Builder, British Rails is set in England and Scotland. Players build track (drawn with crayons on the erasable board) and upgrade their trains, while earning profits by transporting commodities from one part of the board to another. Commodities orders come up unpredictably, and players must decide which ones to fill by considering the relative payoffs and the positions of their trains. (Mar. 85)

1829

(Hartland Trefoil; with either Southern Board shown, \$35 [93A], or Northern Board showing Scotland, \$39 [93B])
P 2-8/C 4/T 4-8h

93 Shares are traded in 10 railroad companies, which are competing to build lines through important towns. The options are intriguing: Should you develop a company for long-term profits, or bleed it for quick cash and then sell your shares? Take control of a single company, or own a share or two in many? The full game is best, but rules are provided for shorter, simpler versions. (Jan. 83)



Games of Conflict

4000 A.D.

(Waddington's, around \$20)
P 2-4/C 3/T 90m

94 Launching fleets through space and time, players occupy new star systems to gain additional spaceships, then try to conquer the opponent's home star. The board represents a region of space divided into 2 x 3 x 4 sectors. To move, a spaceship must enter "hyper-space" and return to the board as many turns later as the number of sectors traveled. Planning is tricky, but battles are dramatically simple: When enemy fleets meet, the smaller fleet is entirely wiped out.



NEW CONQUEST+

(Conquest, Inc.; with plastic pieces shown, \$19.95 [95A]; with metal pieces, \$45 [95B]) P 2/C 3/T 90m

95 Catapults and siege engines have been added (making 60 pieces in all), and the board modified, but this new game plays much the same as the original Conquest. Each player divides his 20 moves per turn among his soldiers, knights, elephants, chariots, ships, galleons, and new pieces, trying to capture enemy pieces and occupy the opponent's "capitol." Beware of hasty attacks: Overextended forces are extremely vulnerable. (June 85)



BORDERLANDS

(Eon/West End Games, around \$15)
P 2-4/C 3/T 90m

96 Players vie for control of natural resources (coal, iron, gold, timber, and horses), which are needed to produce weapons and boats and to build cities. Trading and diplomacy are important (except in the two-player game, which requires chess-like calculation), but border clashes are inevitable as players approach the goal of establishing three cities. Since production centers are placed randomly at the start, each game will develop differently from the last.



BATTLE

(Yaquinto, \$10) P 2/C 3/T 30m

97 An excellent introduction to wargames, Battle allows players to set up woods, mountains, and towns as they like, and use pieces to represent combat units from the era of their choice—ancient, Napoleonic, or modern. Luck won't help you capture the opponent's headquarters, as combat is resolved without dice by comparing the strengths of the attacking and defending pieces and the terrains they occupy. (M/J 81)



Etcetera

NEW MENTAL BLOCKS: The Block Party

(Putnam Publishing Group, \$17.50)
P 1 or more/C 1

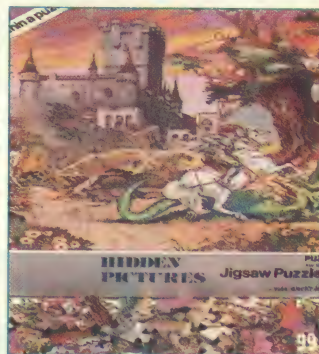
98 Each face of the 16 sturdy cardboard cubes depicts a small part of a large scene by artists Jacklyn Lambert and Jeffrey Samborski (whose similar works in wood have appeared only in expensive limited editions). By arranging the blocks in different ways, you can see various sections of a still larger scene. Get from one picture to another by transposing and rotating groups of blocks according to the rules provided. Or just mix them all up and spend the next year or so trying to get them back in order. (April 83)



NEW HIDDEN PICTURES

(Great American Puzzle Factory, \$8.95) P 1 or more/C 1/T 6-8h

99 When you've finished putting together this 550-piece jigsaw puzzle, a new challenge awaits: Finding 50 hidden images, ranging from a bear to a brontosaurus to a ballet dancer. Such puzzles are not easy to create, and this is one of the best we've seen. (Aug. 85)



NEW ARTDECK

(Aristoplay, \$25 [100A]; cards without trivia game, \$10 [100B])
P 2 or more/C 2/T 1h

100 Fifty-two paintings by 13 modern masters are beautifully reproduced on this deck of playing cards, which can be used to make any ordinary card game an aesthetic experience. Special "artist cards" tell about each painter's life and style, and also form the basis for a simple trivia game.



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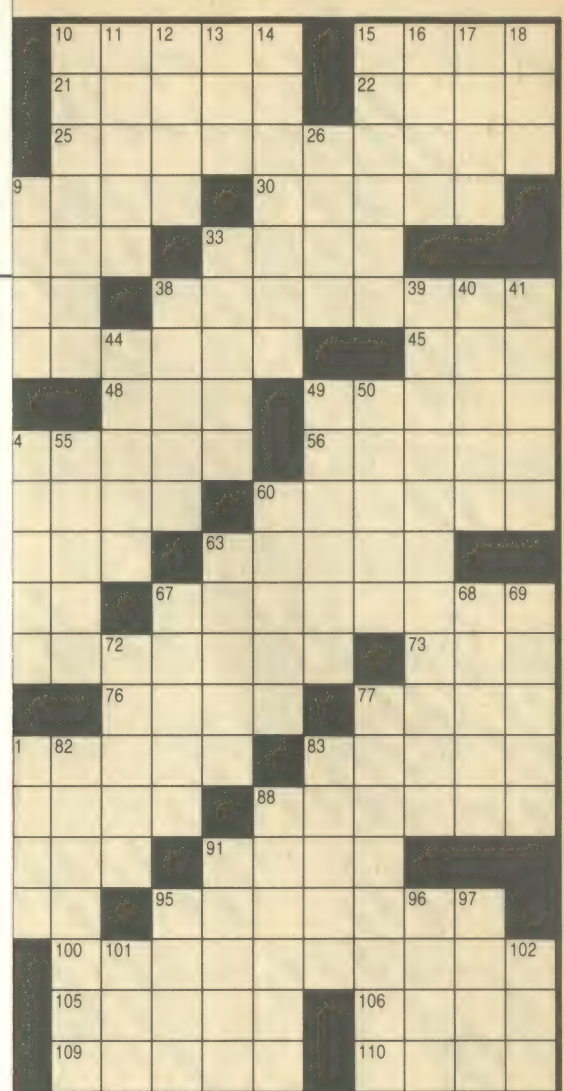
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by Peter Snow



Answer Drawer, page 69

- | | | |
|-----------|---|--------------------------------------|
| timbers | 52 Dead ducks | 81 "Where the heart is" |
| pooped | 53 What quibblers split | 82 Indicates |
| Billy | 54 Baseball's Banks | 83 Researcher's support |
| d V | 55 Official pronouncements | 85 Drama critic George Jean |
| clubs | 58 <i>Oliver Twist</i> burglar Bill | |
| pendence | 60 Tea cake | 86 Muse of history |
| ay | 62 Actress Streep | 88 Compact |
| ment | 63 Railroad switch | 90 Figure of speech |
| wn | 64 Actors Alan and Robert | 91 Quechuan speakers |
| y | 65 Defeat | 92 Preside at tea |
| member | 66 Gangsters' gals | 93 Not right |
| sign | 67 Sub detector | 94 Moby Dick's foe |
| greatly | 68 Lump together | 95 Symbols of wisdom |
| of type | 69 Whimperer | 96 Brake part |
| horns | 71 You might get a rise out of these | 97 Withered |
| ags | 72 Emulated Mario Andretti | 98 Yakkety-yak |
| s feature | 77 Cuts in three | 99 Id's cousin |
| Queen | 79 Like a magnet | 101 Wood sorrel |
| ises | 80 Walks wearily | 102 Riverfront Stadium player |
| er | | |
| style | | |

Games of Conflict

4000 A.D.

(Waddington's, around \$20)
P 2-4/C 3/T 90m

94 Launching fleets through space and time, players occupy new star systems to gain additional spaceships, then try to conquer the opponent's home star. The board represents a region of space divided into 2 x 3 x 4 sectors. To move, a spaceship must enter "hyper-space" and return to the board as many turns later as the number of sectors traveled. Planning is tricky, but battles are dramatically simple: When enemy fleets meet, the smaller fleet is entirely wiped out.



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95 Catapults and siege engines have been added (making 60 pieces in all), and the board modified, but this new game plays much the same as the original Conquest. Each player divides his 20 moves per turn among his soldiers, knights, elephants, chariots, ships, galleons, and new pieces, trying to capture enemy pieces and occupy the opponent's "capitol." Beware of hasty attacks: Overextended forces are extremely vulnerable. (June 85)



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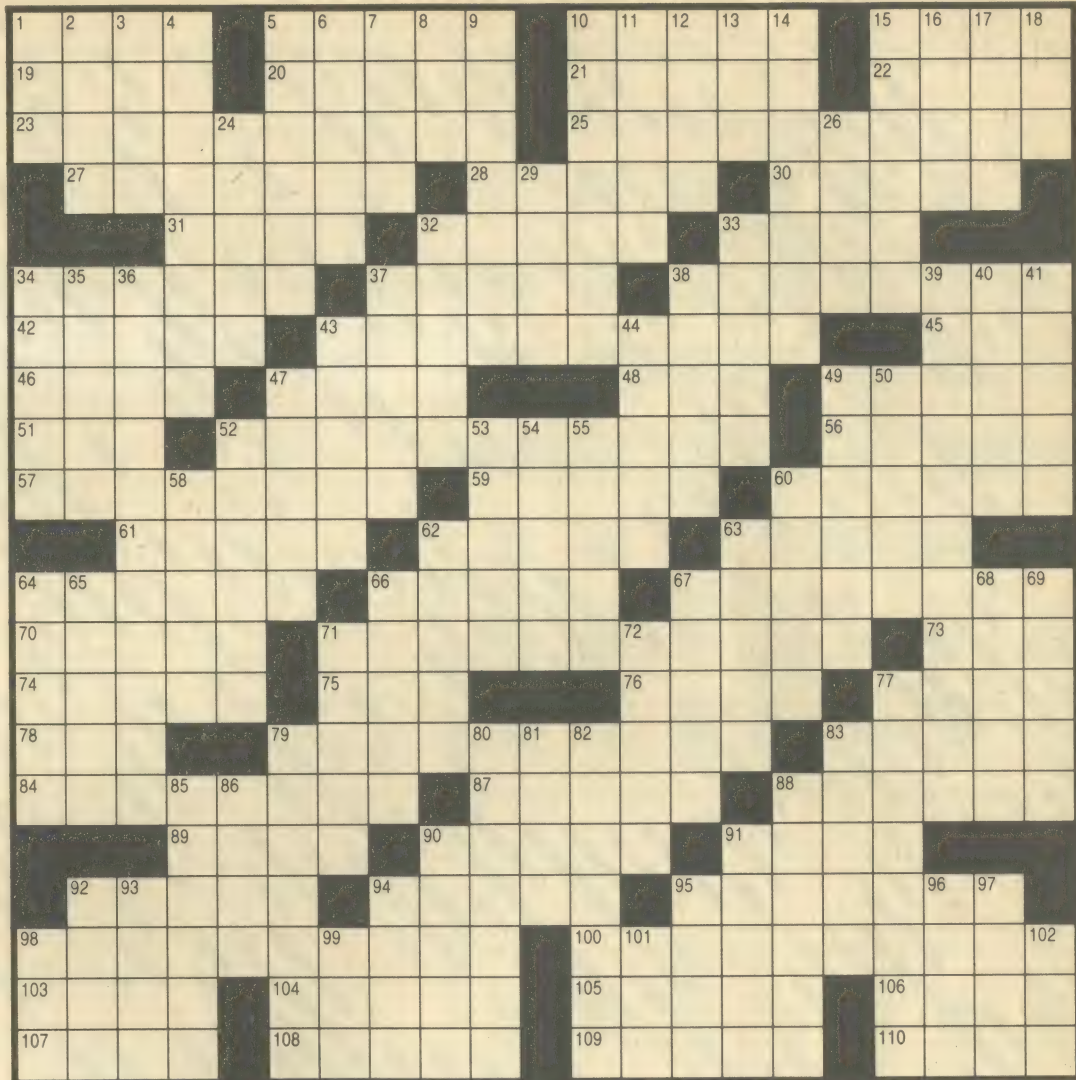
PLACE
STAMP
HERE

Animal Fare ★★★

by Peter Snow

ACROSS

- 1 Advantage
5 State of northeast India
10 Bit of parsley
15 Computer need
19 Paper package
20 Darling of Paris
21 Bullring
22 Spirited show horse
23 Television accessory
25 Largest portion
27 Zealous states
28 Quotes
30 Shoppers' heavens
31 River of Yorkshire
32 Moslem magistrates
33 Balthasar and Melchior
34 Openings
37 *Friday the 13th* villain
38 Facials
42 Uses a VCR
43 Sweater type
45 Plumber's joint
46 Overly eager
47 Civil rights grp.
48 Hundredths of a krona
49 Proportional representation
51 One of the "Little Women"
52 Degenerate
56 Act theatrically
57 One practicing penmanship?
59 Originate
60 Jewels
61 Golf course divisions
62 Walk primly
63 Give a start to
64 Comes to
66 Scholarship type
67 Supports
70 Running horse
71 Engage in pranks
73 Safari sighting
74 Chaff
75 English cathedral site
76 Singer Murray
77 Struggle
78 Quiz
79 Do a daring deed
83 Prepare cheese
84 Open letters?
87 Edward Stratemeyer's "___ Boys"
88 Less original
89 Yodeler's range?



Answer Drawer, page 69

- 90 Bombastic
91 Long-term investments
92 Cookout site
94 Shakespearean forest
95 Unity
98 Do the works
100 Locomotive's front
103 Gentle wind of Greek myth
104 Wide open
105 Dazzling display
106 Sped
107 ___ Mawr
108 Burger dressing?
109 Fresh
110 Tournament "bye"-word

DOWN

- 1 Lapse
2 Inattentive, to put it mildly
3 Comic Kaplan
4 Welcomed
5 They answer role call
6 Writer Hite
7 Black and White, e.g.
8 Plane schedule abbr.
9 Wrong in the part
10 Soup accompanier
11 Uses a crowbar
12 Old autos
13 Rural lodging
14 Fireman's equipment
15 Showy perennial
16 Soviet saltwater lake
17 Sea dogs
18 Burrows of *Guys and Dolls* fame

- 24 Wall climbers
26 Looks pooped
29 Singer Billy
32 Inverted V
33 Spiked clubs
34 Correspondence cost
35 Highway Department worker
36 Unknown quantity
37 Panel member
38 Traffic sign
39 Annoy greatly
40 Type of type
41 Blackthorns
43 Large handbags
44 Gallows feature
47 Dairy Queen purchases
49 Hamper
50 Love, Italian-style
52 Dead ducks
53 What quibblers split
54 Baseball's Banks
55 Official pronouncements
58 *Oliver Twist* burglar Bill
60 Tea cake
62 Actress Streep
63 Railroad switch
64 Actors Alan and Robert
65 Defeat
66 Gangsters' gals
67 Sub detector
68 Lump together
69 Whimperer
71 You might get a rise out of these
72 Emulated Mario Andretti
77 Cuts in three
79 Like a magnet
80 Walks wearily

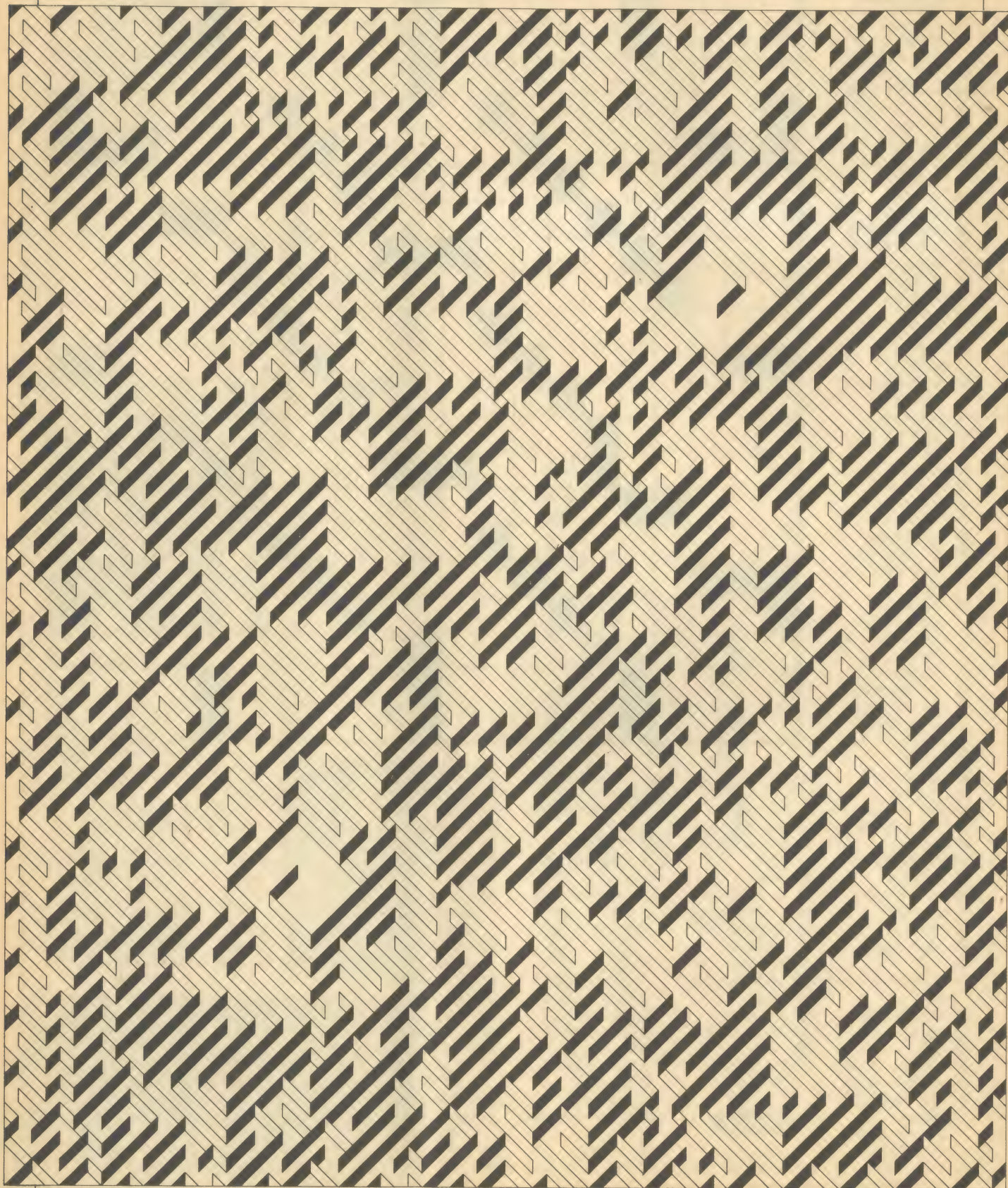
- 81 "Where the heart is"
82 Indicates
83 Researcher's support
85 Drama critic George Jean
86 Muse of history
88 Compact
90 Figure of speech
91 Quechuan speakers
92 Preside at tea
93 Not right
94 *Moby Dick's* foe
95 Symbols of wisdom
96 Brake part
97 Withered
98 Yakkety-yak
99 Id's cousin
101 Wood sorrel
102 Riverfront Stadium player

Optical Delusion ★★

A Maze by Ulrich Koch

Connect the courtyards.

Answer Drawer, page 76



Cryptic Crosswords ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

Answer Drawer, page 71

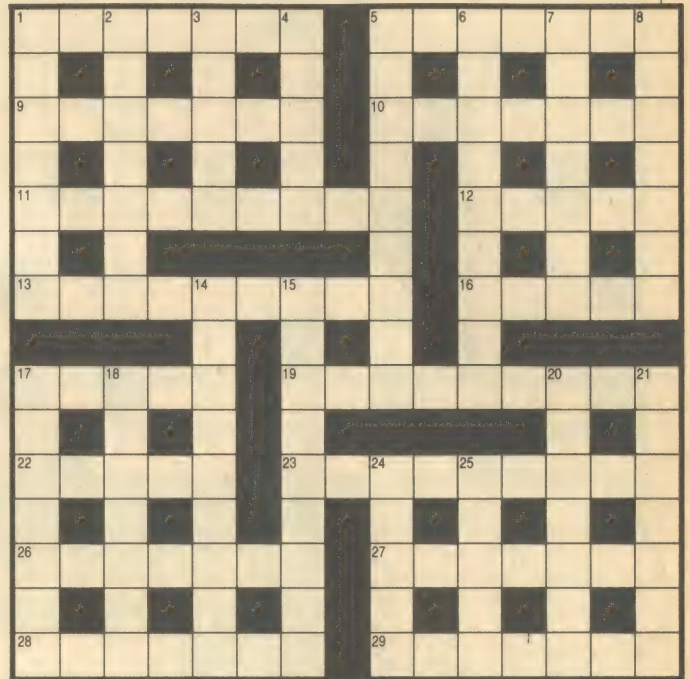
Puzzle 1 by Emily Cox and Henry Rathvon

ACROSS

- 1 Endlessly, the sub makes rumbling noises (7)
 5 Twins do exercises, and relax (3,4)
 9 Trees burn black in Circle Road (7)
 10 Con makes advance in a street (7)
 11 Walk carrying certain valuable (9)
 12 King Robert consuming a skewered dish (5)
 13 Each star in *Mask* riding a horse (9)
 16 Follow bum seen around University (5)
 17 Sam and bachelor dance (5)
 19 Flag-maker Betsy, wrapped in blanket, makes a side-to-side movement? (9)
- 22 Santa's cuts (5)
 23 Gentle arc changes shape (9)
 26 By oneself, eats half of bass and mollusk (7)
 27 Neptune's fork has odd red tint (7)
 28 Author of the macabre Polanski movie is a female versifier (7)
 29 Treason upset legislator (7)
- 4 Horseman from Rhode Island turned red (5)
 5 Laurel placed on Australian dog elicits enthusiastic applause (8,1)
 6 Crossing both ankles, sit unrewarded (9)
 7 Served up hero sandwich in Missouri vehicle (7)
 8 Remarkable situation in a full restaurant? (7)
 14 The man notices shade in grave marker (9)
 15 They tape woodwinds (9)
 17 Man plus monkeys around light (3,4)
 18 Arm came loose in knotted strings (7)
 20 Virginia visitor is

DOWN

- 1 Dance causes stewpot to spill (3-4)
 2 Lacking certainty, developed an ulcer (7)
 3 Sketches ties (5)



- least lucid (7)
 21 Go back into some of green
 terrain (7)
 24 Alludes to 100 awful ties (5)
 25 Repose, embraced by an extraterrestrial (5)

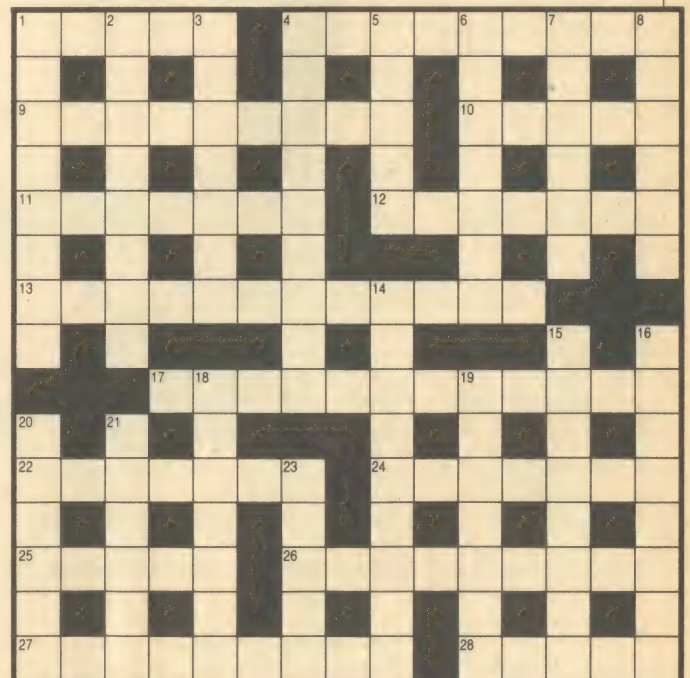
Puzzle 2 by Mike Shenk

ACROSS

- 1 Space traveler to arrive ahead of time (5)
 4 Stories of lively toe dances (9)
 9 Following out, writhing in anger (9)
 10 Returned a diamond and love letter (5)
 11 It's covered in semester with Introductory Entomology! (7)
 12 Monkeys with paws originally caught by animal trainers (7)
 13 Sad tendency displayed in inquest (12)
 17 Headwaiter offers exotic meal, keeping it very spicy (6,6)
- 22 Eccentric changed car tire (7)
 24 Actress West swallows sodium chloride and iron (7)
 25 Slip in trips around the track, we hear (5)
 26 Bullfighter in some unfinished pantry (9)
 27 Import returned in shopping center hoax (5,4)
 28 Posed with an evil fellow (5)
- 3 Sightseer's child grabbing *Exodus* author (7)
 4 Shame at embracing infidellers (9)
 5 Plane on time for occasion (5)
 6 Building attendant tidied manor after party (7)
 7 Torn sheets of school reports (6)
 8 Hard to find energy supporting boxes (6)
 14 Traveling abroad, met the ideal mate (9)
 15 Scout kit constructed as project (5,3)
 16 Actor Young holds back talking horse from city official (8)
 18 Simple stocking startles spinster (7)
 19 Origin of

DOWN

- 1 Big cats chase the bucks (8)
 2 Stuff in den overturned following end of chess game (8)



- Honduran unrest: foreign men with guns (7)
 20 Plot to run from asylum (6)
 21 Right part of jump rope rhyme (6)
 23 Class of actors in audition (5)

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 69*

1M	2T	3E	4K	5W	6Q		7A	8D	9G	10F	11T	12Q	13C	14M	15L	16N		17V	18B		19R	20H	21W
22X	23I		24K	25C	26E	27U	28M	29A	30H	31F	32G		33C	34M	35K	36A		37J	38K	39S		40D	41P
42E	43T	44M		45Q	46K	47V	48G	49O	50R	51J	52P	53S	54U		55N	56M		57K	58Q	59E	60U		61Q
62G		63A	64D	65J	66W	67M		68K	69E		70F	71L		72Y	73N	74E	75T		76U	77J		78G	79C
80H	81D	82Q	83A		84V	85M	86S	87C	88P	89K	90R	91N		92X	93U		94J	95W	96O	97Q	98F	99T	100H
	101R	102D	103J	104P	105K	106N	107B	108M	109V	110T		111X	112K	113R	114C		115E	116B	117Q	118G	119T	120L	121V
122M	123A	124Y		125D	126U		127N	128Q	129I	130P	131B	132O	133V		134M	135U	136G		137Y	138K	139O	140J	141E
	142Y	143F	144N		145K	146W	147F	148R		149I		150C	151W	152J	153S	154V	155Q	156D	157Y		158A	159B	160G
161K	162C		163N	164H	165R	166M	167V	168A	169F		170O	171W		172L	173V	174T	175R	176Q	177C	178U		179P	
180K	181J	182E	183F	184A	185M		186T	187X	188L	189P	190B	191U	192O	193C	194D		195P	196H	197B	198N	199L		

- A. First man on the moon 7 29 36 63 83 123 158 168 184
- B. Nickname for Phil Rizzuto 18 159 190 197 116 107 131
- C. Intuitively perceptive 87 162 177 25 150 13 114 33 193 79
- D. Dull, repetitious voice 194 81 102 125 8 40 156 64
- E. Beyond control (3 wds.) 59 182 3 69 26 42 115 141 74
- F. Carefree wanderer 147 143 169 98 70 10 31 183
- G. Catsup, mainly 62 118 9 78 32 48 160 136
- H. Knight's helmet 196 30 164 20 80 100
- I. Sup 23 149 129
- J. Party hat for the light-headed? 181 140 94 77 152 51 37 103 65
- K. Sequel to *The Pink Panther* (5 wds.) 4 180 145 35 46 138 38 68 112
89 24 161 105 57
- L. Iterate 15 71 120 199 172 188
- M. Large, white sheepdog (2 wds.) 134 34 122 108 1 166 185 44 56
85 14 28 67

- N. Hall of Fame pitcher from the Chicago White Sox (2 wds.) 16 73 198 163 144 55 91 106 127
- O. Town square fixture 49 96 132 139 170 192
- P. Pirates' hoard 41 189 104 179 195 130 88 52
- Q. Pirates' realm (2 wds.) 6 12 45 58 61 82 97 117 128
155 176
- R. Sew-on decorative ornament 113 165 50 90 175 19 101 148
- S. Heinrich Schliemann discovery of 1871 86 53 153 39
- T. New Testament book written by Paul 43 186 110 75 119 2 174 99 11
- U. German counterpart to the RAF 191 76 93 178 60 135 27 126 54
- V. Position of public prominence 133 167 47 84 154 17 173 121 109
- W. "The Girl from _____" (1964 song) 21 171 151 5 95 66 146
- X. Carry on one's back 22 92 111 187
- Y. Ant 157 72 142 124 137

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HIS PAGE

by Merl Reagle

the next two pages has two inde-
ard" and "Easy." First, fold this
line so the clues below face the
you use only the Hard Clues (ap-
ing under the grid), you'll find the
nging. If you want help, or prefer
open to the Easy Clues (tucked in
52)

- ★
- anera-like
 - ce
 - bread
 - edient
 - son's
 - loyer
 - rt zinger
 - d's insistent
 - ertion,
 - etimes
 - source
 - onymy
 - moron
 - ck cuts
 - ur turn,"
 - o-style
 - ne ferry
 - rs
 - y's creator
 - vspaper
 - ions
 - vesque
 - ing
 - metric lines
 - y Lewis's
 - a New
 - g"
 - see . . . "
 - es on
 - ing, in
 - ay
 - 's record
 - h-poohs
 - at this is in
 - ch?
 - gers Russell
 - Redbone
 - ssing in a
 - ospital
- 133** An original Mouseketeer
 - 134** Baptize
 - 135** Really can't stay
 - 136** Songwriter Gus
 - 137** Exude
 - 138** Pressing for producers
 - 139** Extremely nervous
 - 141** Hwy.
 - 143** Shriner's top
 - 144** Grip enhancer, of a sort
 - 148** Sumerian water god
 - 149** Galapagos critters
 - 153** Clothing appliqué
 - 155** Whatnot
 - 157** Some pots and pans
 - 159** Jilted (with "on")
 - 160** Baked eggs
 - 161** Best theater seats, perhaps
 - 162** *Sarabandes* composer
 - 163** Candidate lists
 - 164** Plate block constituents
 - 165** Cinematographer Nykvist
 - 166** Thackeray's *How to Live Well on Nothing* _____

DOWN

- 1** Galileo's home
- 2** Russian panda
- 3** Anabaptist, e.g.
- 4** Contagious
- 5** Certain jackets
- 6** Tab, for one
- 7** Pepin le Bref was one
- 8** Het up

- 20.** LOCO _____
- 21.** LIEU _____
- 22.** EXHALE _____
- 23.** HURT _____
- 24.** ICEBERG _____
- 25.** THUMPER _____

- 56** German address?
- 58** Bark place
- 60** With others, in footnotes
- 61** Beat it!
- 62** Last of the Yana Indians
- 65** Old Chevy
- 67** Indian chief, familiarly
- 71** Sweet suffix
- 115** Afflicted
- 116** Meat cut
- 118** Cowboys or Indians
- 121** Oscar-winning song from *Nashville*
- 123** Havana home?
- 125** *Annie* actress
- 129** Like a Lippizaner
- 132** Cinema whale of 1977

Double Cross

Answer the clues for words to be placed in the grid. Then transfer the letters from the corresponding numbered squares in the quotation reading from left to right.

1M	2T	3E	4K	5W	6Q
22X	23I		24K	25C	26E
42E	43T	44M		45Q	46K
62G		63A	64D	65J	66W
80H	81D	82Q	83A		84V
	101R	102D	103J	104P	105K
122M	123A	124Y		125D	126U
	142Y	143F	144N		145K
161K	162C		163N	164H	165R
180K	181J	182E	183F	184A	185M

- A. First man on the moon 7 29 36
- B. Nickname for Phil Rizzuto 18 159 190
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- D. Dull, repetitious voice 194 81 102
- E. Beyond control (3 wds.) 59 182 3
- F. Carefree wanderer 147 143 169
- G. Catsup, mainly 62 118 9
- H. Knight's helmet 196 30 164
- I. Sup 23 149 129
- J. Party hat for the light-headed? 181 140 94
- K. Sequel to *The Pink Panther* (5 wds.) 4 180 145 35 46 138 38 68 112 89 24 161 105 57
- L. Iterate 15 71 120 199 172 188
- M. Large, white sheepdog (2 wds.) 134 34 122 108 1 166 185 44 56 85 14 28 67

- counterpart to the RAF 191 70 93 178 60 100 27 120 57
- V. Position of public prominence 133 167 47 84 154 17 173 121 109
- W. "The Girl from _____" (1964 song) 21 171 151 5 95 66 146
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What's in a Name? ☆☆

by Doug and Janis Heller

In this puzzle, what's in a name is a word. That is, each of the words listed below can be found spelled in consecutive letters in a famous person's name. In each case, the hidden word will span the first and last names. For example, TEAS can be found in CLINT EASTWOOD, and ARCH can be seen in CESAR CHAVEZ. How many of the following 25 words can you find names for?

Answer Drawer, page 69

1. MARSH _____
2. NEON _____
3. SAGA _____
4. IDLE _____
5. PHIAL _____
6. ACNE _____
7. COMA _____
8. THEM _____
9. LIMA _____
10. LEAST _____
11. TEAR _____
12. RAGERS _____
13. DAMES _____
14. SPAIN _____
15. VIEW _____
16. ISLAM _____
17. TERSE _____
18. EWES _____
19. RUDEST _____
20. LOCO _____
21. LIEU _____
22. EXHALE _____
23. HURT _____
24. ICEBERG _____
25. THUMPER _____

FOLD THIS PAGE

The World's Most Ornerly Crossword

by Merl Reagle

Formidable Interlock

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 53. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 52)

Hard Clues ★★★

ACROSS

- | | | |
|--|--|--|
| 1 Not <i>au courant</i> | 72 Habanera-like dance | 133 An original Mouseketeer |
| 6 Plagiarize | 75 Nut bread ingredient | 134 Baptize |
| 10 Sells for | 79 Benson's employer | 135 Really can't stay |
| 16 Noted 1961 R&B album | 82 Court zinger | 136 Songwriter Gus |
| 22 Nerdy, perhaps | 83 Child's insistent assertion, sometimes | 137 Exude |
| 23 Eugene O'Neill's daughter | 84 Poi source | 138 Pressing for producers |
| 24 Miss the prizes | 87 Synonymy, oxymoron | 139 Extremely nervous |
| 26 Strung out? | 90 Quick cuts | 141 Hwy. |
| 27 Joint meeting? | 91 "Your turn," radio-style | 143 Shriner's top |
| 29 Mother-of-pearl source | 92 Some ferry riders | 144 Grip enhancer, of a sort |
| 30 Know | 94 Perry's creator | 148 Sumerian water god |
| 31 <i>My Favorite Martian</i> sprout | 95 Newspaper sections | 149 Galapagos critters |
| 32 Reddish chalcedony | 97 Mittyesque musing | 153 Clothing appliqué |
| 34 Bakery bargain | 98 Geometric lines | 155 Whatnot |
| 36 Knot in cotton | 99 Huey Lewis's "___ a New Drug" | 157 Some pots and pans |
| 37 Fire powder? | 100 "___ see ..." | 159 Jilted (with "on") |
| 38 Mason's assistant | 101 Levies on leaving, in a way | 160 Baked eggs |
| 40 Air France stop | 103 Kirk's record | 161 Best theater seats, perhaps |
| 41 Voting activist Carrie | 107 Pooh-poohs | 162 <i>Sarabandes</i> composer |
| 42 Aspic need | 108 What this is in French? | 163 Candidate lists |
| 45 Skirts, perhaps | 111 Singers Russell and Redbone | 164 Plate block constituents |
| 47 Hiawatha's tribe | 112 Dressing in a hospital | 165 Cinematographer Nykivist |
| 51 Murray and Aykroyd's ghostbusting co-star | 115 Afflicted | 166 Thackeray's <i>How to Live Well on Nothing</i> _____ |
| 52 Soviet range | 116 Meat cut | |
| 53 Actress Piper | 118 Cowboys or Indians | |
| 54 Like a Shirley Temple | 121 Oscar-winning song from <i>Nashville</i> | |
| 56 German address? | 123 Havana home? | |
| 58 Bark place | 125 <i>Annie</i> actress | |
| 60 With others, in footnotes | 129 Like a Lippizaner | |
| 61 Beat it! | 132 Cinema whale of 1977 | |
| 62 Last of the Yana Indians | | |
| 65 Old Chevy | | |
| 67 Indian chief, familiarly | | |
| 71 Sweet suffix | | |

DOWN

- 1 Galileo's home
- 2 Russian panda
- 3 Anabaptist, e.g.
- 4 Contagious
- 5 Certain jackets
- 6 Tab, for one
- 7 Pepin le Bref was one
- 8 Het up

The World's Most Ornerly Crossword (continued)

Don't Peek
Until You Read
Page 51!



Easy Clues ★

ACROSS

- 1 Outmoded
6 Infant's bed
10 Delivers
16 Singer Franklin
22 Clumsy
23 Mrs. Chaplin
24 Fail to capitalize (on): 2 wds.
26 Made rigid
27 Vertebral joint
29 Edible mollusk
30 Know for certain: 2 wds.
31 Rooftop TV aid
32 Red-brown gem (RADS anag.)
34 Discounted bakery item: 2 wds.
36 Cotton knot (PEN anag.)
37 _____ Wednesday
38 Wall or _____ Sesame
40 Paris airport
41 Suffragist Carrie Chapman _____
42 Shape, as clay
45 Steers clear of
47 Lake Superior Indian
51 Harold of *Ghostbusters*
52 Jai _____
53 Old song "Annie _____"
54 Lacking liquor
56 My lord: Ger., 2 wds.
58 Indian's abode
60 And others: Abbr., 2 wds.
61 Beatnik's drum
62 North America's "last wild Indian" (in WISHING)
65 Surfers' California mecca
67 Indian leader Gandhi

- 71 Stockings, Cockney-style
72 Dance that "takes two": 2 wds.
75 Ready-to-eat yellow fruit: 2 wds.
79 TV's _____ and J.J.: 2 wds.
82 High/low card
83 Obeyed: 2 wds.
84 Edible root (ROTA anag.)
87 "That's what I meant to say": 2 wds.
90 Narrow cuts
91 Completed
92 Some New Yorkers: 2 wds.
94 Author _____ Stanley Gardner
95 Color newspaper sections (ROOTS anag.)
97 Fantasizer's comment: 5 wds.
98 Sunbeams
99 "_____ You" (poster words): 2 wds.
100 "_____ wish I was an Oscar Mayer wiener": 2 wds.
101 Outgoing shipping levies: 2 wds.
103 Kirk's Enterprise ledger: 2 wds.
107 Shows disdain for: 2 wds.
108 This or that: Fr.
111 Boxer Spinks and others
112 Scrubbing aid
115 Struck with the hand, old-style
116 Steak choice
118 Squad
121 "_____ to please": 2 wds.
123 Stogie storage: 2 wds.

- 125 Emmy-winning comedienne: 2 wds.
129 Of horses
132 Killer whale
133 Actress Black
134 Dunk in water
135 "Everything _____!" (store sign): 2 wds.
136 Actress Madeline
137 Give off
138 Test record
139 Perspiring
141 Interstate: Abbr.
143 Turk's cap
144 Pitcher's mound hand-dryer: 2 wds.
148 Sumerian water god (NIKE anag.)
149 Desert lizards
153 Apply, as an appliqué: 2 wds.
155 Bric-a-brac shelves (TREE AGE anag.)
157 Coated pots
159 Expired, as time: 2 wds.
160 Baked eggs, in a way
161 Neck-ache movie seats: 2 wds.
162 Composer Erik
163 Small blackboards
164 Post Office purchases
165 Common Swedish name
166 "365 days _____": 2 wds.

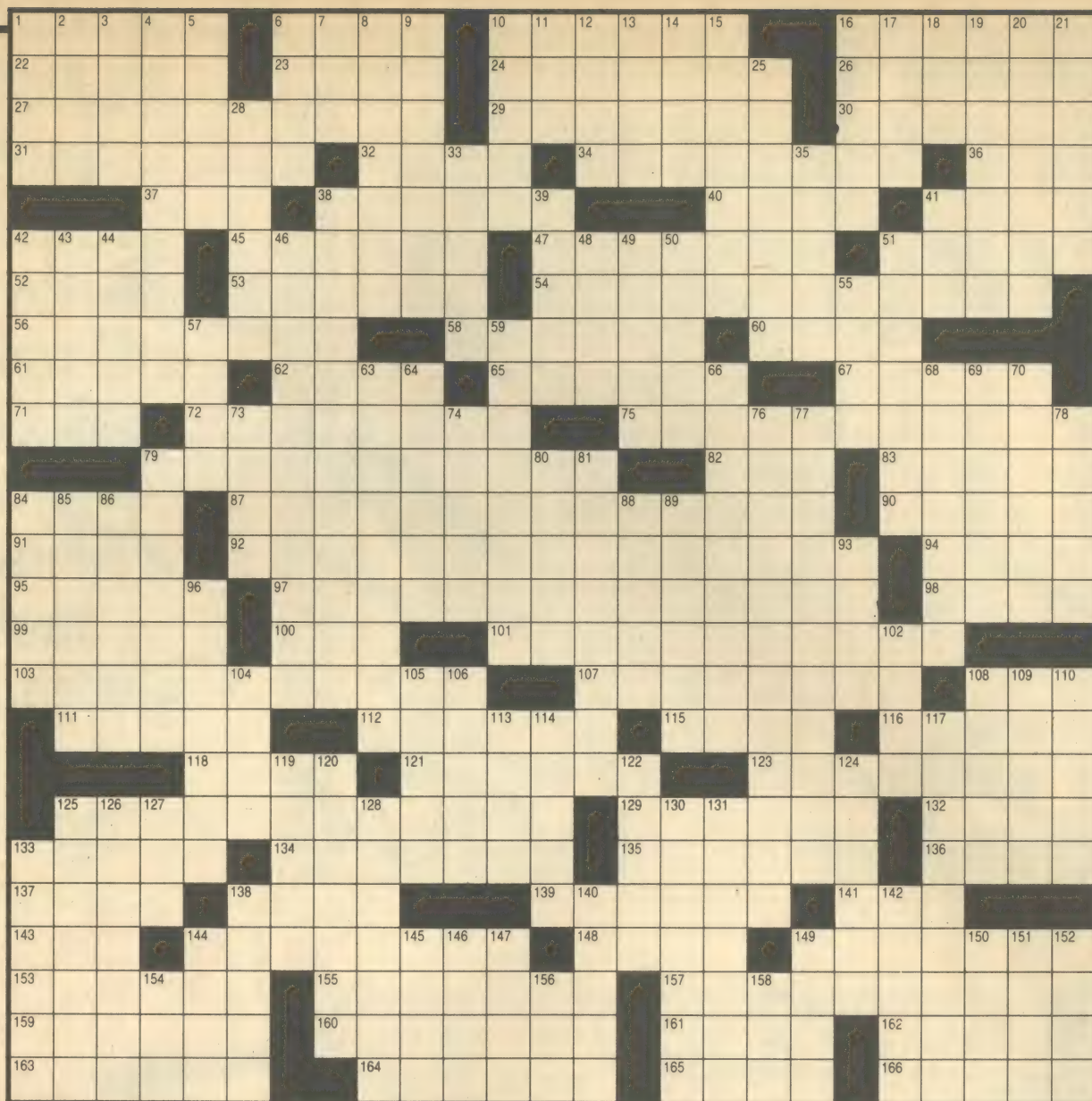
DOWN

- 1 Leaning Tower city
2 Moscow Zoo's giant panda (NANA anag.)
3 Religious faction
4 Applying, as butter

- 5 Collars named for a college
6 Soft drink
7 King: Fr.
8 Full of commotion: 3 wds.
9 Rum brand
10 Razor refill
11 Bungle
12 Golfer Aoki (AS IO anag.)
13 *Gimme a Break!* star Carter
14 Well-behaved
15 Annual Texas football game: 2 wds.
16 With escape cut off: 2 wds.
17 Critic Rex
18 Printing measures
19 Quake-caused tidal wave (AM I NUTS anag.)
20 Religious nonconformist
21 Talented people
25 Patio
28 Take a breath
33 Stitch over
35 Richard Burton's *Private Lives* role (LE TOY anag.)
38 Alka-Seltzer targets: 2 wds.
39 Polynesian kingdom (NO TAG anag.)
41 Coolidge, for short
42 Cuban dance
43 Butter substitutes
44 Singer Frankie
46 Many-colored appearance
48 Lower jaw
49 "The bombs bursting _____": 2 wds.
50 Disney deer
51 Actor Gilbert and others

- 55 Scarlett O' _____
57 Ice planet in *The Empire Strikes Back*
59 Bruce Springsteen hit: 3 wds.
63 "We all _____ like monkeys": Shaw, 2 wds.
64 "A garden eastward _____": Genesis, 2 wds.
66 "Rise and shine!": 4 wds.
68 Lock-up attendants
69 Mother of 67-Across
70 Considerably
73 Notorious Rudolf
74 Prepare coffee beans
76 Quirk
77 Brewery entertainment: 2 wds.
78 Emergency messages
79 Ontario's capital
80 Alex Comfort's *The Joy _____*: 2 wds.
81 Slips back (into old habits)
84 Doughnut-shaped
85 Sworn oath
86 Record a second time
88 Mexican's name (MANOR anag.)
89 Inks: Fr.
93 Shoe size below seven-B: 2 wds.
96 Suffragist Elizabeth Cady _____
102 The Sundance Kid's girl (TATE anag.)
104 Austrian river (LIES anag.)
105 Think

- 106 _____ Pyle, U.S.M.C.
108 "Charming" snake?
109 Tennyson's _____ Arden
110 J.R., for one
113 Butterfly trappers
114 Corral entryways
117 Escaped: 2 wds.
119 _____ *Irish Rose* (Anne Nichols play)
120 Egyptian mothers?
122 Neighbor of Saudi Arabia
124 Columnist Will
125 Of a legislature
126 The Grand Canyon State
127 No longer active: Abbr.
128 Oyster season: 2 wds.
130 William Penn and others
131 *Spartacus* Oscar-winner Peter
133 Health-store milk drinks (SKI REF anag.)
138 Opposite of "do's"
140 Herbicide targets
142 Oklahoma city
144 Debauched fellow
145 Cheese, in a mousetrap
146 Taj Mahal site
147 Antiseptic's target
149 "_____ the Mood for Love": 2 wds.
150 Basketballer Archibald
151 Opera tune
152 Prophet
154 Negating word
156 G.O.P. member
158 Reverence



Answer Drawer, page 76

Hard Clues (cont'd)

- | | | | | | |
|-----------------------------------|---------------------------------|---|-------------------------------|-------------------------------|---|
| 9 Famed rum-making family | 28 Have an inspiration? | 57 Lucas's ice planet | 79 Blue Jays home | 110 Oil baron, maybe | 138 Some warnings |
| 10 Scapula | 33 Darn mistakes? | 59 Hit by The Boss | 80 <i>The Joy</i> _____ | 113 Realizes | 140 Crop competitors |
| 11 Actor Lowe | 35 <i>Private Lives</i> hubby | 63 "We all _____ like monkeys": Shaw | 81 Recidivism | 114 Airport areas | 142 Home of Oral Roberts University |
| 12 Golf's Aoki | 38 Upsets, of a sort | 64 <i>Raw Wind</i> _____ (Esther Williams film) | 84 Ring-shaped | 117 Took off | 144 Profligate |
| 13 Dudley | 39 Two-wheeled vehicle of India | 66 Exhortation to late sleepers | 85 Oath | 119 _____ <i>Irish Rose</i> | 145 Chum and lugs |
| 14 Ethics topic | 41 Jazzman Tjader | 68 Key workers? | 86 Copy a cassette | 120 They're kept under wraps | 146 Pearl Mosque site |
| 15 Annual El Paso event | 42 Copacabana dance | 69 Mother of 67-Across | 88 Latin star Novarro | 122 Aden's country | 147 Pathogen |
| 16 Held off | 43 Toast toppings | 70 In a big way | 89 <i>Plume</i> fillers | 124 Bush of Washington | 149 Bettor's words |
| 17 Bagpipe, for one | 44 <i>Rawhide</i> theme singer | 73 Pianist Myra | 93 Narrow shoe size | 125 Legislative, in a way | 150 _____ and Hayes (1983 swashbuckler) |
| 18 Metaphysical "real thing" | 46 Polychromatism | 74 Ben Vereen musical | 96 Lincoln's Secretary of War | 126 London Bridge locale, now | 151 Milnes recording |
| 19 Havoc-wreaking wave | 48 Dewlap | 76 Quirkiness | 102 Songstress James | 127 Soak flax | 152 Speculator, of sorts |
| 20 Auto-da-fé victim, perhaps | 49 "... bombs bursting _____" | 77 "Heady" type of party? | 104 Austrian river | 128 Oyster-lover's time | 154 What or have follower |
| 21 Virtuosi | 50 Felix Salten story | 78 Desperate signals | 105 Expostulate | 130 Friends | 156 Artist's agent |
| 25 O'Hara's <i>From the _____</i> | 51 Actor Young and others | | 106 Pal of Opie and Barney | 131 <i>Dear Me</i> author | 158 Dumfounderment |
| | 55 _____-kiri | | 108 Rikki-Tikki-Tavi's foe | 133 Fermented-milk drinks | |
| | | | 109 Father of Methuselah | | |

From Head to Toe ☆☆

by Burt Hochberg

To get to the bottom of this puzzle, you'll need to put on your thinking cap. Shown below are the headgear (1-11) and the

footwear (a-k) of 11 people, each engaged in a familiar profession or activity. Can you match them up?

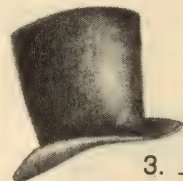
Answer Drawer, page 69



1. ____



2. ____



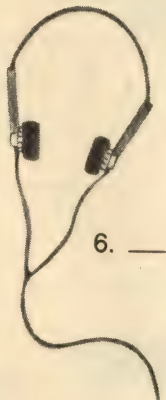
3. ____



4. ____



5. ____



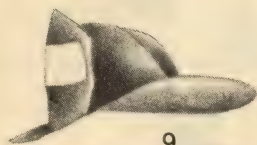
6. ____



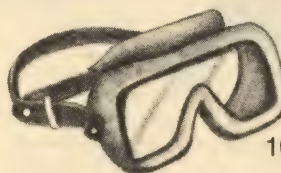
7. ____



8. ____



9. ____



10. ____



11. ____



a.



b.



c.



d.



e.



f.



g.



h.



i.



j.



k.

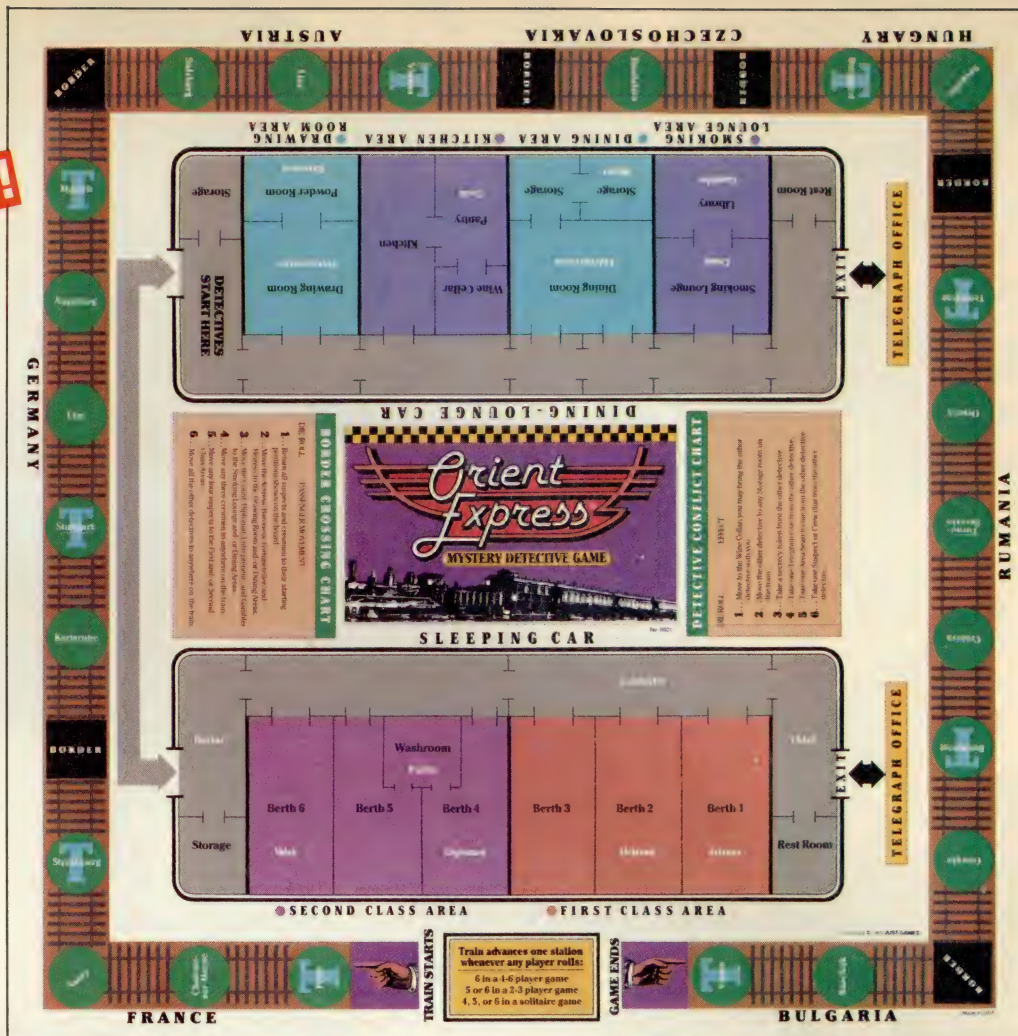
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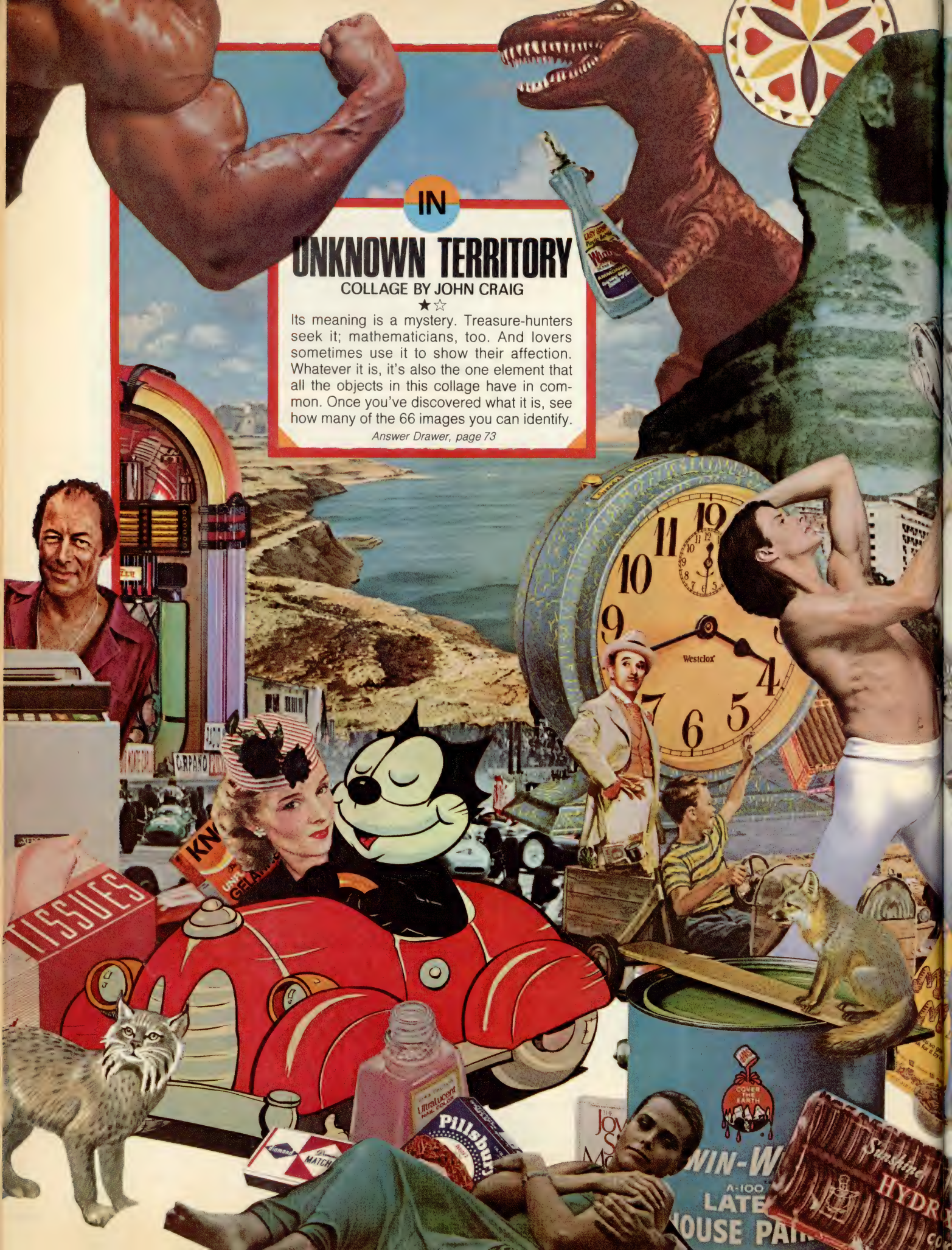
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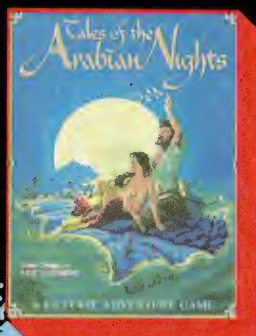
★ ★

Answer Drawer, page 73





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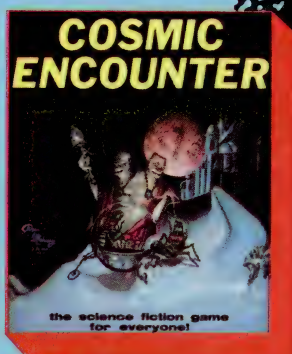
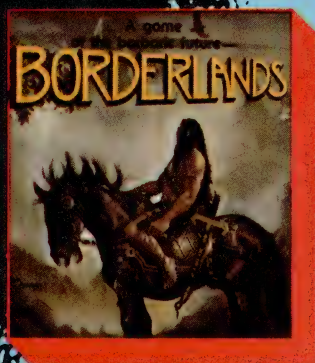


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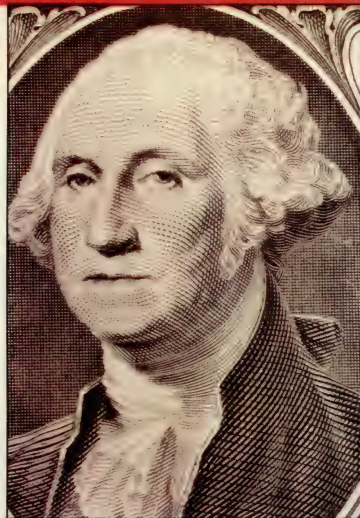
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3

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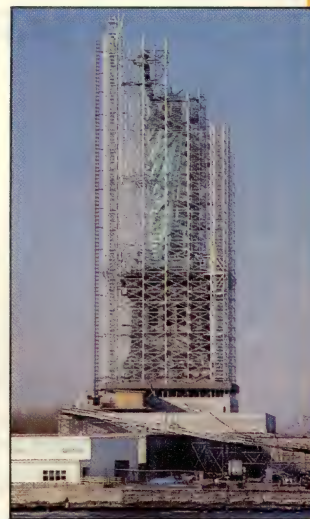
AFTER WE'VE FLIPPED,
WHAT'S LEFT? ★★

BY NICK KOUDIS

In a world full of changes, it's comforting to know that some things always stay the same. The image of George Washington, for example, forever faces reassuringly right on the dollar bill. Or is it left?

That, in essence, is the question posed by the nine pictures on this page. Can you tell which have been flopped (photographically reversed from side-to-side) and which appear true to life? No fair peeking at the real thing.

Answer Drawer, page 72



4



5



6



7



8



9

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LOGIC



MIN JAE HONG

It's a Logical Life

The following puzzles are excerpted from the little-known autobiography of a logic puzzle constructor: the late I. Isherwood's own life story, "I Came, I Saw, I Cogitated." As these accounts from his early years show, the book raises many compelling questions about a man whose life was puzzling.

First Impressions ★

Call me Isherwood. Not Farnsworth, Gump, Hinkel, Judson, or Kelly—those were my neighbors on Upper Braincase Boulevard, the street where I was born and raised. We all lived on the same side of the block, which ran north-south, facing the brick building and green playing fields of the Lower Braincase Elementary School where I spent so many childhood hours. I can remember gazing out the classroom window and watching my neighbors come and go. In the mornings Mr. Judson used to play the ukulele and yodel on the steps of his front porch, just between the Gump's house and ours. Old Mrs. Hinkel, who lived just to the south of the Farnsworths, would walk her emu each day at noon. A large trunk was delivered by a man with an eyepatch and a wooden leg to the corner house just north of the Gump place. These are among my first impressions of life in

West Cortex Falls.

Can you name the six residents of Upper Braincase Boulevard in order from north to south?

Making Allowances ★★

One Saturday morning I bicycled down to Granpa Hutchinson's soda shop to buy some baseball cards. Outside the store I ran into two of my boyhood pals, Jeff Blank and George Coomaraswamy. We all dug into our pockets to see how much money we had. "My parents give me a weekly allowance of exactly one dollar in nine coins of three different denominations," I said, producing the nine coins.

Then I discovered that Jeff too received one dollar in nine coins of three different denominations; but his nine coins were not distributed the same as mine. George promptly showed that he got his allowance according to the very same principle, but his nine coins were

distributed in yet a third way.

The boy among us who had a type of coin no one else did proceeded into Granpa's store and emerged with a grape soda. The boy having the greatest number of any one kind of coin purchased a comic book. I bought baseball cards and headed home with Jeff, who disliked grape soda as much as I did.

What allotment of coins did each boy bring to the store, and what did each of Isherwood's pals buy at the soda shop?

Lining Up Dates ★★★

By the time I reached high school my propensity for certain kinds of logical thinking had become pronounced. This led to exciting developments in one unexpected area: my love life. I do not wish the reader to think me boastful, but my facility for cool, crystal-clear rationality struck some deep chord among my female classmates. There was one topsy-turvy stretch when I went on seven different dates (with Queenie, Rasputina, Salamandra, Thea, Ulna, Valhalla, and Wyandotte), one girl each night of a week beginning on Monday.

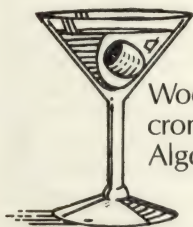
I was kept hopping by the dates (at the bowling alley, the drive-in, the malt shop, the miniature golf course, the pizza parlor, and the roller-skating rink on two different evenings), which set my usually lucid mind awirl. As I look back on that week, I recall these fragments:

1. I held Wyandotte's hand the night after roller-skating cheek to cheek with one girl and the night before stroking another girl's knee at the drive-in.
2. I thrilled Queenie with syllogisms three days earlier than I teased my bowling date with conundrums.
3. My malt shop night was sandwiched right between evenings of romance with Ulna (before the malt shop date) and Rasputina (after).
4. I wooed Salamandra two nights after playing miniature golf and two nights before one of my roller-skating dates.
5. Valhalla, suspecting me of playing the field, hit me with a left hook as I was bidding her good night, and I had a bruised jaw the next evening at the pizza parlor.
6. Two dates separated the evening when I vowed to go steady with Thea from the night I had earlier made that promise to my bowling alley date.

Which girl was Isherwood's date on which night, and where?

Answer Drawer, page 70

"I MUST GET OUT OF THESE WET CLOTHES AND INTO A DRY MARTINI."



So exclaimed Alexander Woollcott one rainy day to his cronies at the famous old Algonquin Round Table.

Woollcott was not alone among the literary lions in his regard for America's favorite cocktail.

Somerset Maugham and Alec Waugh were both avowed martini men.

But none, including Woollcott, was really inclined to save his martini for a rainy day.

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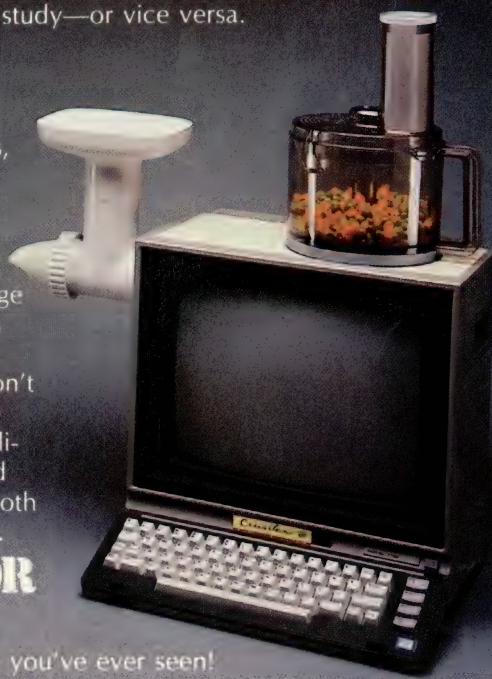
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CONTEST RESULTS

BUMPING HEADS

From May

In judging the entries to Bumping Heads, we found that there was good news and there was good news. First, it seems that U. S. newspapers have cleaned up their acts so that heads don't bump anymore. Second, GAMES readers were more than happy to fill the tombstoning gap.

For the uninitiated, tombstoning is the inadvertent placement of two newspaper headlines side by side so that one reads across into the next, producing jarring juxtapositions and unintentional humor. The contest offered two challenges, and a grand prize for each: one for examples of real tombstones—those actually printed in newspapers—and one for fictitious headlines. Of nearly 600 entries overall, only five were in any way real, and four of them didn't

make sense. The sole survivor, winner of the grand prize in this category, was submitted by Sandra B. Ellis, of Des Moines, Iowa. Her tombstone, while not a textbook example (the two banner headlines were aligned on facing pages of *The Des Moines Register*), still managed to shed new light on international news by coupling it with a scurry in the Iowa legislature (see Grand Prize 1 below).

The winner in the second category—create-your-own tombstone—was Peter DeWeese, of Fairfax, Virginia. His entry (Grand Prize 2 below) blended the serious and the trivial to produce just the right sort of nonsense.

Each will receive a Minolta "Talker" Automatic 35mm camera. Runner-up prizes of a GAMES T-shirt go to 10 entrants, some of whom submitted entries in the "create-your-own" category, others of whom created their own category

by submitting real headlines which they collaged into tombstones. Though this kind of manipulation of reality was not called for in the rules, neither was it prohibited. Four of the runner-up entries appear below.

Other T-shirt winners are: Judy Babst, Duluth, MN; Steve A. Cirigliano, Lindenhurst, NY; Cara Hogarth, Exshaw, Alberta, Canada; Ronnie Jandt, Louisville, KY; Louis Perez, Studio City, CA; and Frank Pytlík, Rialto, CA.

Finally, an honorable-mention award goes to Steve Satigan, of Fredricksburg, VA, for pointing out a tombstone that appeared in GAMES (Games & Books, July, page 49):

**A Guide to Playing the Illuminati Expansion
Scrabble Brand Set 3
Crossword Game**

While it doesn't register much in the humor department, we figure a T-shirt is the least we can do. —M. E. S.

ALL THE NEWS THAT'S FIT TO PRINT

Families Flee Renewed Fighting in Lebanon Rush Leaves Little Time to Examine Bills

—Grand Prize 1

Reagan Makes Impassioned Plea for
High-Tech Thermonuclear Weapons

Free Tickets to Boy George Concert
Are Sure to Elate Lucky Recipients

—Grand Prize 2

NANCY REAGAN CHOSEN AS HEAD OF DRUG ABUSE PROGRAM
SPOKESMAN FOR CIRCUS CLAIMS UNICORNS ARE REAL

—Margaret Womble, Wappinger Falls, NY

Gorbachev Boasts 'We Are the World'
New Soviet Sub Flies Straight to Top

—Harriet Ross, St. Louis, MO

High-Tech Firms Interview Eager Juniors and Seniors
Thousands of Rainbow Trout Swimming Upstream to Spawn

—John Ingelis, St. Bonifacius, MN

MAN EXECUTED FOR MASS MURDER
PLAYING CHECKERS IS RELAXING, SAY EXPERTS

—Steve Walk, Spencer, IA

CARTOON REBUSES

From May

More than 15,000 entries poured in to the Cartoon Rebuses contest, our largest contest response so far in 1985.

The object was to solve 15 rebus puzzles in which letters, words, and objects could be phonetically combined to form names that fit given categories and had specified numbers of letters.

About two-thirds of the entrants had correct solutions to all 15 puzzles. The two most common incorrect answers were *Airplane!* for *Scarface* in #10 (both fit the picture, but *Airplane!* did not fit the category, "1983 Movie"), and *Brubaker* for *Cimarron* in #14 (the category specified "Book and Movie," and we can find no evidence that *Brubaker* was based on a book). Complete answers appear on page 70.

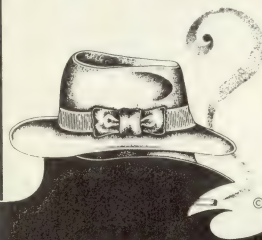
The grand prize winner, chosen at random from the correct entries, is Marianne Nosuchinsky, of Freehold, NJ. She will receive a \$200 gift certificate from Waldenbooks.

Runner-up prizes of GAMES T-shirts go to Eric Jackson, Riverton, NJ; Martin Van Walsum, Allendale, NJ; Maureen Snow, New Britain, CT; Jo Ann Znidarsic, North Braddock, PA; and Brian Doughy, Northfield, MN. —W.S.

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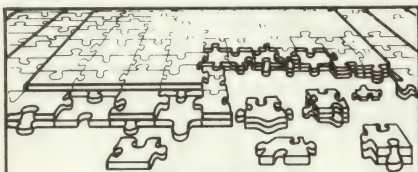
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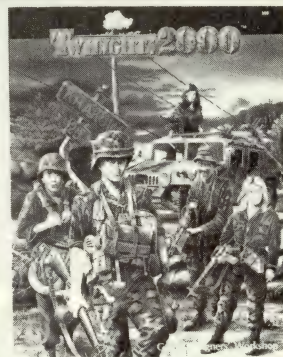
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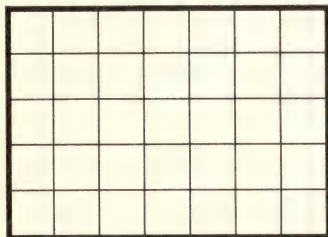
Edited by Stephanie Spadaccini

WORDPLAY

Space Exploration

MERCURY SATURN
VENUS URANUS
EARTH NEPTUNE
MARS PLUTO
JUPITER

1. In relation to the SUN, all the planets have something obvious in common—all, that is, except EARTH. What is it?
2. There's a certain very common uncapitalized 10-letter word that starts with R. Its second letter is in MERCURY, its third letter is in VENUS, its fourth is in EARTH, etc., continuing through the list above, with its last letter in PLUTO. What's the word?
3. Turn GALAXY into METEOR in nine steps by changing two adjacent letters each time. (Each step must be a common uncapitalized six-letter word.)
4. Without looking at the list above, change one letter in a certain planet so that it becomes a kind of car when read backward.
5. Insert single letters in the blanks below to form a common nine-letter word.
_ M _ A _ R _ S _
6. Place five different planets in the grid below (written across, one above the other) so that the word SUN appears as often as possible in word-search fashion (reading in a straight line forward or backward; horizontally, vertically, or diagonally). Our best effort produced SUN six times—can you match that?



—M. R.

Answer Drawer, page 74



TRIVIA

Singular Songs

Can you think of one-word song titles that begin with each of the 26 letters of the alphabet?

—Alice Knabel

Answer Drawer, page 74

FOR THE RECORD

Love Letters, Hate Letters

A statistical consulting group polled 3,000 people to find out how they perceived the letters of the alphabet. The most popular letter, it turned out, was A; the least liked was Q. The other 24 letters have been arranged below in groups of three (i.e., the second, third, and fourth favorites are in one group; the fifth, sixth, and seventh in another, and so on). Can you rank the groups from most liked to least liked?

- | | |
|--------|--------|
| 1. GID | 5. FZX |
| 2. YVU | 6. CLT |
| 3. BSM | 7. PNW |
| 4. HOK | 8. REJ |

—R. L.

Answer Drawer, page 74

TEASERS

Sniglets, A to Z

A sniglet is any word that doesn't appear in the dictionary, but should. For example, the peeling on a Polaroid snapshot is a POLARIND.

Can you match the following sniglets (1-10) with their definitions (a-j)?

- | | |
|-----------------|--|
| 1. AGONOSIS | a. The small vehicle that carries game pieces around a Trivial Pursuit board. |
| 2. DOORK | b. The artificial grass in Easter baskets. |
| 3. EASTROTURF | c. The syndrome of tuning into <i>Wide World of Sports</i> every Saturday just to watch the skier take a fall. |
| 4. GUMMERATOR | d. A person who always pushes on a door marked "pull" or vice versa. |
| 5. JOES OF ARC | e. The striped area between the interstate and the turnoff lane where cars go when drivers can't decide what to do next. |
| 6. MICROTREK | f. The loose strand on each forkful of spaghetti that beats one about the chin and whiskers. |
| 7. MOZZALASTICS | g. The pointed rubber object on the end of some toothbrushes. |
| 8. PIEWAGON | h. Tiny drops of Mr. Coffee that die on the burner after the pot is removed. |
| 9. SPAGELLUM | i. Large deposits of cheese that stick to the top of the pizza box. |
| 10. ZEBRALANE | j. Any nervous trip to the microwave oven to make sure the food hasn't incinerated. |

Answer Drawer, page 74

—from *More Sniglets* (Reprinted by permission of Collier Books/Macmillan Publishing Company) © 1985 by Not the Network Company, Inc.



LOOK

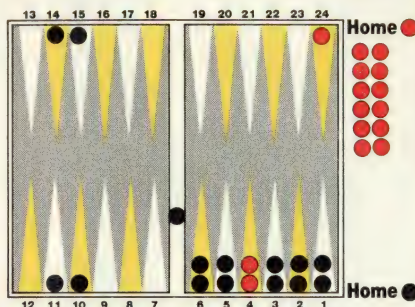
Restricted Send-Off

In the backgammon position diagrammed here, Black, with one man on the bar, rolls a 4-1.

What is Black's best play?

—Bill Davis

Answer Drawer, page 74



HALL OF FAME

An American in Paris

Lucky Jennifer . . . studying cinematography at the Sorbonne. Here's a letter she's just written to her friend Charlotte. Can you find, hidden in it, 33 movies that have won the Best Picture Oscar? The first has been noted, but have a care, *mon ami*—the letter includes some ringers.

Dear Charly,

I'm in seventh heaven! We got tickets to Calvalcade du Cinéma, a film festival held all along the west side.

Story of Claudine kicked it off, and there was a parade from here to Étern—I typed my thesis watching from the window!—Paris's equivalent of Broadway. *Melody of Madness* was next, all about events in Jamaica before they cooled the mocha riots off. I remember hearing about that in grammar school. Then *Alexander the Great*—Z. I. Egfelder produced it—with *Tales of the Lost*. Weekend before last, they had a triple-bill, *Lives of the French*, *Connections*, and *Plymouth Rock*. Yves Montand and Simone Signoret flew over from Morocco, and even that New Wave director, Lamar Tyrone, flew over.

The Cuckoo's Nest—that's what I call the apartment Diana and I sublet—is near the Seine; I've always wanted to live right on the water.

Frontenac House, where Tony lives, is gorgeous. Oh, I saw Tom, Jon, Esther, and Vicky up at Tony's last week.

We had a party . . . Fannie, Hal, Lou, and some kids from school . . . and Diana made us this wild sandwich—ham, lettuce, and chestnuts—called *l'hero farci marrons*. Later, Ms. Ofendé, Armentières's gift to music, played the rebec! Can you stand it?

These are supposed to be the best years of our lives, but I've been showing signs of homesickness. I'm already booked home on Pan Am. Erica Nin, Paris's Goldie Hawn, is going my way; maybe you'll get to meet her.

In person, she's quite ordinary. People don't even recognize her. Remember her lines in *Bellamy Fair*: "Lady Vivian, you can dish it out but you can't take it. With your personality, no wonder Lord Parnell is leaving, and his perukes will soon be back where they belong." I giggled so hard!

I'd better wrap this up. The sound of music is wafting in from the cabaret downstairs, and I mustn't be late meeting Pierrot. He's tinged green with jealousy whenever he thinks I've been with someone else. *Au 'voir, chérie!*

—Gene Fox

Answer Drawer, page 75

NUMBER PLAY

Cat and Mouse Game

The grammar may be atrocious, but the math is OK. Each letter in this multiplication problem represents a different digit, while the asterisks can stand for any digit. Can you solve it?

$$\begin{array}{r}
 \text{C A T S} \\
 \text{E A T} \\
 \hline
 * * * * * \\
 * * * * * \\
 * * * * * \\
 * * * * * \\
 \hline
 * \text{M O U S E S}
 \end{array}$$

Answer Drawer, page 74

—from *Madachy's Mathematical Recreations* (Dover Publications, Inc.) © 1979 by Joseph S. Madachy

WORDPLAY

All the Right Moves

The grid below contains a certain 11-letter word spelled out in adjacent letters that are connected horizontally, vertically, or diagonally (as in the Parker Brothers game of Boggle). A square may not be used more than once. Can you make the right moves and find the word?

S	S	E	C	O
O	R	L	N	S
Q	T	E	A	D
Y	I	P	I	M
R	O	E	C	G

—R. W. S.

Answer Drawer, page 74



TEASERS

European Plan

Rearrange the letters in each name to form the name of a European country.

1. Dan Glen
2. Louisa Gavy
3. Don Hall
4. Margy N. Sweet
5. Liz T. Andrews

—S.A.S.

Answer Drawer, page 74

FOR THE RECORD

Weather I'm Right or Weather I'm Wrong

Do you wait to hear what the weatherman says before you go for your galoshes, or are you capable of predicting the weather yourself? Some of the following methods of weather prediction are based on fact, others on pure fancy. Can you determine which of these timeworn sayings are true, and which are false?

1. Frost or dew in the morning means it will rain during the day.
2. It is possible for people who have had a broken bone to feel a coming change in the weather.
3. A clear sky at night means the next day's temperature will be warm.
4. "Red sky at night, sailor's delight;
Red sky at morning, sailors take warning."
5. It can actually "smell like rain."
6. If fog breaks by noon, the weather will be fair.
7. The more nuts a squirrel stores in the fall, the harder the winter will be.
8. If the groundhog sees his shadow on February 2, there will be six more weeks of winter.

—Vicky Edwards Gehrt

Answer Drawer, page 75



Have you tackled America's favorite crossword game?

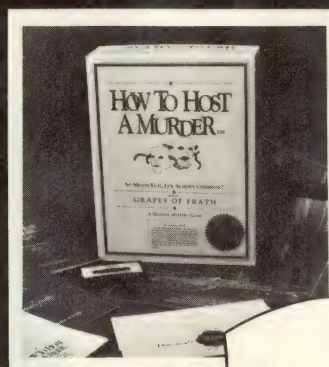


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ANSWER DRAWER

6 Letters

Personalized Puzzle

This month our circulation department used the Selectronic process to imprint subscribers' names on a gift subscription card. It's bound in the magazine between pages 26 and 27.

30 Dszquphsbnt!

1. CRYPTOON. "These Pilgrims aren't half bad! I just overheard one of them say they'd be having us over for dinner!"
2. THE STAR SYSTEM. Hollywood is a place where they place you under contract instead of under observation.—Walter Winchell
3. WHAT, NO SAUSAGE? Really superb pizza should include bell pepper, mushrooms, and black olives among its toppings.
4. LETTUCE GO. Canteloupe: Fruit of the melon family—also said about couple when girl's father breaks ladder.
5. SOUND ADVICE. Dogs who keep owners awake by howling at full moon should be kept away from bay windows.
6. FALSE FACE. Lugubrious clown projects outwardly jolly appearance emphasized by big grinning mouth.
7. UNFAIR. Under primogeniture, eldest son, no matter how incompetent, has exclusive inheritance rights.

18 Turkey Shoot

Background, roughly left to right:

Baseball game is on television in November. Positions of man and woman in *American Gothic* painting are reversed.

One curtain tie-back is missing.

The pie plate on windowsill has a slice missing.

Sampler on wall reads *HOME HOME SWEET*.

One daisy is growing in chrysanthemum plant.

Two different views are seen out windows (beach and mountains).

Wallpaper is slightly different above right-hand window.

A branch is coming through the window.

November calendar has 31 days.

Fish are swimming in birdcage.

Clock's Roman numerals are reversed.

Family:

The collar on Mom's blouse is half-pointed, half rounded.

Sister's milk is defying gravity (it's still level with the glass).

Sister has braid on one side, flowing hair on the other.

Junior's shirt is on backward.

Sidepiece on Dad's eyeglasses is missing.

He's wearing both a bowtie and a necktie.

One of his jacket sleeves is much too short.

He has no trousers on.

Table, roughly front to back, left to right:

Bowl of nuts contains real nuts and bolts.

Mom has a Frisbee instead of a plate.

Salad is in a hat.

Salad contains a dollar bill ("lettuce").

There's a Brillo pad in the bread basket.

Seven-Up is in a Coke bottle.

The colander holds (!) soup.

There's no plate under Sister's food.

Easter egg is on a plate with the deviled eggs.

Salt and pepper are in wrong shakers.

Boxes of film are in butter dish.

Candelabra has no base.

A cigar is in the candelabra.

A fish is swimming in the water pitcher.

Cake layers change colors on either side of missing slice.

Mashed potatoes are in the shape of Devil's Tower (*Close Encounters of the Third Kind*).

Black olives are stuffed with pimientos.

Cheddar cheese has holes.

Coke is suspended in the middle of Dad's glass.

Turkey has four legs.

Electric knife has a ruler instead of a blade.

Electric knife is not plugged in.

Indian corn is on Junior's plate.

Fringe is too short on part of tablecloth.

Dad's place setting has five forks.

Can labeled "Cranberries" has a picture of string-beans on it.

Pegs are missing from Dad's chair.

Hair and makeup styled by Cat Conrad.

PACKAGE

The new Atari 130XE Word Processing System.

131,072 bytes of memory (RAM) 130XE computer with full-stroke keyboard, 4 sound voices, 256 colors. Atari BASIC™ programming language.

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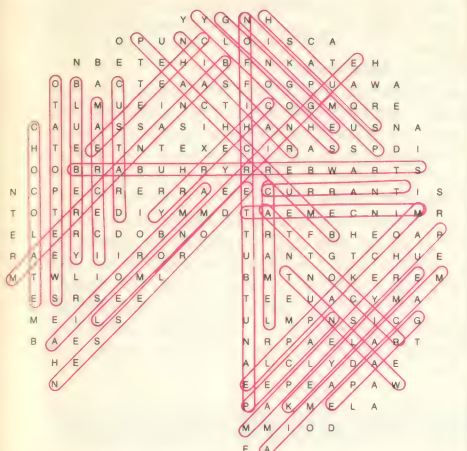
5¼" floppy disk drive. (Model 1050)



Package does not include or require monitor.

ANSWER DRAWER

24 Easy As Pie



54 From Head to Toe

1. g (cowboy)
2. k (skier)
3. d (old-fashioned partygoer)
4. e (golfer)
5. j (leprechaun)
6. c (rollerskater)
7. b (Indian chief)
8. a (hockey player)
9. i (firefighter)
10. h (frogman)
11. f (sleepwalker)

50 Double Cross

- | | |
|-----------------------|-------------------|
| A. ARMSTRONG | M. GREAT PYRENEES |
| B. SCOOTER | N. EARLY WYNN |
| C. INSIGHTFUL | O. STATUE |
| D. MONOTONE | P. TREASURE |
| E. OUT OF HAND | Q. SPANISH MAIN |
| F. VAGABOND | R. APPLIQUE |
| G. TOMATOES | S. TROY |
| H. HEAUME | T. EPHESIANS |
| I. EAT | U. LUFTWAFFE |
| J. LAMPSHADE | V. LIMELIGHT |
| K. A SHOT IN THE DARK | W. IPANEMA |
| L. REPEAT | X. TOTE |
| | Y. EMMET |

Titan's atmosphere is quite different from any other atmosphere we know. It seems to be made up almost entirely of methane. . . . Underneath that atmosphere of natural gas, Titan may have a gasoline ocean lapping up against a sludgy petroleum shore.—(Isaac) Asimov, "The Largest Satellite" (from *Asimov's Guide to Science*)

28 Fractured Flicks

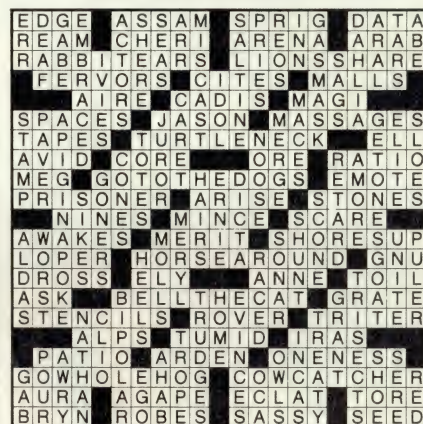
1. *Planet of the Apes*
2. *The French Confection*
3. *Desperately Seeking Sudan*
4. *Coal Miner's Laughter*
5. *Footsie*
6. *The Big Child*
7. *Trading Plates*
8. *The Toad Warrior*
9. *Cat Ballot*
10. *A Soldier's Stork*
11. *Raking Bull*
12. *An American in Paris*

51 What's in a Name?

Some words may have alternative answers.

- | | |
|---------------------|---------------------------|
| 1. Omar Sharif | 14. Thomas Paine |
| 2. Eugene O'Neill | 15. Stevie Wonder |
| 3. Zsa Zsa Gabor | 16. Louis L'Amour |
| 4. David Letterman | 17. Peter Sellers |
| 5. Sophia Loren | 18. Mae West |
| 6. Isaac Newton | 19. Gertrude Stein |
| 7. Chico Marx | 20. Carroll O'Connor |
| 8. Ernest Hemingway | 21. Leslie Uggams |
| 9. Ali MacGraw | 22. Alex Haley |
| 10. Adele Astaire | 23. Arthur Treacher |
| 11. Wyatt Earp | 24. Candice Bergen |
| 12. Ira Gershwin | 25. Engelbert Humperdinck |
| 13. Ed Ames | |

47 Animal Fare



DEAL.

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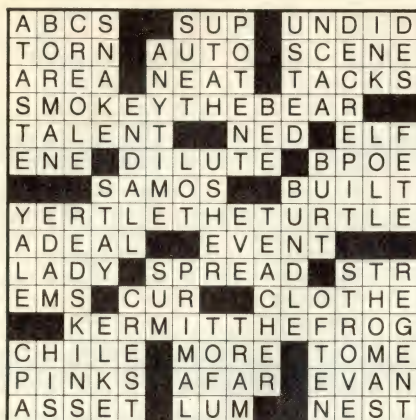
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ANSWER DRAWER

25 The Who



20 Beguilers

Framework

Figures 1 and 7; 3 and 10; 4 and 12 are pairs.

Turn, Turn, Turn

Turn block 2 clockwise and blocks 4 and 5 counterclockwise. The rod now fits through the holes lined up in the middle of the upper left edge.

Cube Scouts

Figures 1 and 5 fit together to form a cube.

Window Boxes

The cards should be stacked as follows: #2 on top (quarter turn clockwise), #3 (half turn clockwise), #4 (as is), and #1 (quarter turn counterclockwise).

62 Cartoon Rebuses

From May

- Gemini (gem-in-I)
- Tripoli (triple-E)
- Robinson Crusoe (robin-sun-crew-so)
- St. Elsewhere (sane-Tell-swear)
- Eartha Kitt (Earth-uh-kit)
- Marcel Marceau (Mar-cell-Mar-sew)
- "Melancholy Baby" (melon-collie-bay-be)
- Kuwait (coup-weight)
- Willie Mays (will-E-maze)
- Scarface (scarf-ace)
- Claudette Colbert (claw-debt-coal-bear)
- Labor Day (lay-bird-A)
- Tom Thumb (tom-thumb)
- Cimarron (simmer-on)
- "Que Sera Sera" (K-sir-ah-sir-ah)

60 Logic

First Impressions

From north to south, the houses belong to Kelly, Gump, Judson, Isherwood, Farnsworth, and Hinkel.

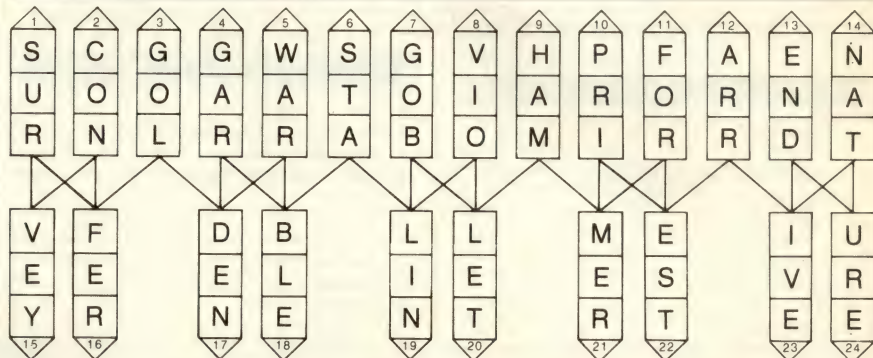
Making Allowances

Jeff Blank had one quarter, seven dimes, and one nickel, and he bought a comic book. George Coomaraswamy had one half-dollar, two dimes, and six nickels, and he bought a grape soda. I. Isherwood had two quarters, three dimes, and four nickels.

Lining Up Dates

On Monday, Isherwood played miniature golf with Queenie. On Tuesday, he roller-skated with Ulna. On Wednesday, he took Salamandra to the malt shop. On Thursday, he went bowling with Rasputina. On Friday, he roller-skated with Valhalla. On Saturday, he went to the pizza parlor with Wyandotte. And on Sunday, he went to the drive-in with Thea.

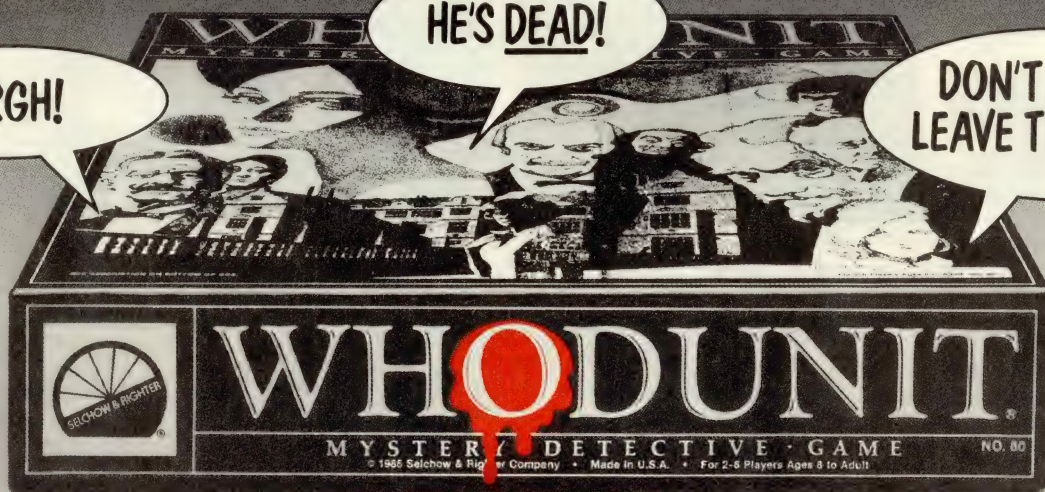
23 Half and Half



ARRGH!

HE'S DEAD!

DON'T ANYONE LEAVE THIS GAME!



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49 Cryptic Crossword 1**ACROSS**

- 1 Thunder (the — e + under)
 5 Sit down (twins do)
 9 Orchard (char + O + rd.)
 10 Against (gain + a + st.)
 11 Treasured (tread + sure)
 12 Kabob (K + Bob + a)
 13 Percheron (per + Cher + on)
 16 Ensur (seen + U.)
 17 Samba (Sam + B. A.)
 19 Crossover (Ross + cover)
 22 Nicks (two meanings)
 23 Rectangle (gentle arc)
 26 Abalone (Alone + ba)
 27 Trident (red tint)
 28 Poetess (Poe + Tess)
 29 Senator (treason)

DOWN

- 1 Two-step (stewpot)
 2 Unclear (an ulcer)
 3 Draws (two meanings)
 4 Rider (R. I. + red)
 5 Standing O (Stan + dingo)
 6 Thankless (boTH ANKLES Sit)
 7 Omnibus (sub + in + MO)
 8 Notable (no + table)
 14 Headstone (he + ads + tone)
 15 Recorders (two meanings)
 17 Sun lamp (man plus)
 18 Macrame (arm came)
 20 Vaguest (VA + guest)
 21 Reenter (gREEN TERRAIN)
 24 Cites (C + ties)
 25 Alien (lie + an)

49 Cryptic Crossword 2**ACROSS**

- 1 Comet (come + t)
 4 Anecdotes (toe dances)
 9 Entourage (out + enrage)
 10 Omega (a + gem + O)
 11 Termite (it + term + e, & lit.)
 12 Tampers (p + tamers)
 13 Heartrending (trend + hearing)
 17 Maitre d'hotel (meal + it + red hot)
 22 Erratic (car tire)
 24 Manacle (Mae + NaCl)
 25 Lapse (laps)
 26 Storeroom (torero + some — e)
 27 Mare's nest (sense + mart)
 28 Satan (sat + an)

DOWN

- 1 Cheetahs (chase the)
 2 Material (lair + mate)
 3 Tourist (tot + Uris)
 4 Abasement (at + basemen)
 5 Event (even + t)
 6 Doorman (manor + do)
 7 Theses (sheets)
 8 Sparse (e + spars)
 14 Dreamboat (abroad met)
 15 Stick out (scout kit)
 16 Alderman (Alan + Mr. Ed)
 18 Artless (stARTLES Spinster)
 19 Hunters (H + unrest)
 20 Bedlam (bed + lam)
 21 Proper (jumP ROPE Rhyme)
 23 Caste (cast)

25 Winning Streak

- | | |
|--------------------|-----------------------|
| 1. Winnie-the-Pooh | 9. Wintergreen |
| 2. Windshield | 10. Winnow |
| 3. Winniepeg | 11. Winsome |
| 4. Wince | 12. Winnebago |
| 5. Winchell | 13. Winston-Salem, NC |
| 6. Windmill | 14. Winterset |
| 7. Winchester | 15. Windsor |
| 8. Window | 16. Winslow |

"Do you
always serve
Tia Maria...
or am I special?"

"Darling, if you
weren't special...
you wouldn't
be here."



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COFFEE LIQUEUR
Tia Maria

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26 What's My Line?

The correct matchings and occupations, with the questions asked, are as follows:

1. c. Veterinarian ("What's bothering him?"; "How do I give him the medicine?")
2. h. Flight attendant ("Care for some coffee?"; "When do we get in?")
3. i. Teacher ("Where's your homework?"; "What's my grade?")
4. n. Obstetrician ("How frequent are the contractions?"; "What is it?")
5. r. Maitre d' ("How many for dinner?"; "When will our table be ready?")
6. p. Blackjack dealer ("Do you want a card?"; "What's the limit?")
7. i. Judge ("How do you plead?"; "What's the sentence?")
8. m. Optometrist ("Can you read the next line?"; "How's my vision?")
9. d. Nurse ("How are we feeling today?"; "What's my temperature?")
10. q. Shoe salesman ("What size?"; "How much is this pair?")
11. t. Travel agent ("Where do you want to go?"; "What meals are included?")
12. s. Service station attendant ("Regular or unleaded?"; "How do I get to the Holiday Inn?")
13. f. Airline check-in attendant ("Smoking or nonsmoking?"; "Where do I board?")
14. e. Loan officer ("What term of loan do you want?"; "What's the interest rate?")
15. k. Real estate agent ("How much do you want to spend?"; "How many bathrooms does it have?")
16. a. Hotel desk clerk ("Single or double room?"; "What's check-out time?")
17. g. Bartender ("What'll you have?"; "When do you close?")
18. o. Traffic cop ("Didn't you see the light?"; "How fast was I going?")
19. b. Hairdresser ("How's the length?"; "Can I get rid of this gray?")
20. j. Tax agent ("Why are you deducting one rubber raft?"; "Can I deduct it?")

This puzzle was made at a "Create-a-Puzzle" workshop at a 1984 Mensa meeting at Asilomar, in Pacific Grove, California. JoAnn Witt was the team leader, and Meredy Amyx led the group.

59 Taking Sides

Photos 1, 2, 5, 8, and 9 have been flopped.

27 Crypto-Cross

W	A	F	T		S	H	A	F	T		Z	A	P	S
I	N	R	E		T	A	B	L	E		I	D	E	A
S	T	E	T		A	L	L	O	T		P	A	W	N
H	I	E	R	O	G	L	Y	P	H	I	C			
				A	D	E	S			E	C	O	L	E
		V	A	S	E	S		S	T	R	I	D	E	N
S	I	N					H	I	R	E		E	G	G
O	C	T	A		F	E	T	I	D		S	A	I	L
L	A	H	R		I	S	U	P			T	R	E	
T	R	E	E	L	E	S		S	W	E	E	T		
I	S	R	A	E	L		H	A	H	N				
				C	O	D	E	N	A	P	O	L	E	O
W	E	G	O		E	R	A	T	O		I	N	N	O
O	W	E	D		R	I	S	E	R		S	V	E	N
W	E	R	E		S	C	A	D	S		T	Y	R	O

Message: "There are many ciphers I read easily. Such crude devices amuse the intelligence without fatiguing it."—Sherlock Holmes

The diagonal, when deciphered, reads: CONGRATULATIONS.

56 In Unknown Territory

All the images end in the letter X.

Left third, roughly from left to right and top to bottom:

Flex (muscular arm)
Jukebox
Rex Harrison
Xerox machine
Grand Prix auto race
Knox gelatin
Pillbox hat
Felix the Cat
Kleenex tissues
Lynx
Matchbox
Max Factor nail polish
Cake mix

Center:

Tyrannosaurus Rex
Windex
Hex sign
Sphinx
Pentax camera
Convex lens (on camera)
Chex cereal
Pyrex coffee pot
Westclox clock
Cigar box
Pas de deux (ballet dancers)
Ajax cleanser
Monsieur Verdoux (Charlie Chaplin in the 1947 film)
Soapbox derby
Fox
Meow Mix
Yvette Mimieux (on *Life* magazine)
Audi Fox
Trix cereal
Latex paint
The Joy of Sex
Margaux Hemingway
Hydrox cookies
Mannix (Mike Connors, on *TV Guide*)
Kix cereal
Redd Foxx (*TV Guide*)
Groucho Marx
Wally Cox (*TV Guide*)
Michael J. Fox, as
Alex Keaton (*Family Ties*)
Clorox
Comtrex
Lux soap

Right:

Phlox (flowers)
Johnson's Wax
Annie Lennox
Memorex tape
Income tax form
Jimi Hendrix
Babe the Blue Ox
Jack-in-the-box
Tux
Red Sox (Ted Williams)
Magnavox, which is also a
Boom box
Rolodex
Styx
Sax
Sioux City (postcard)
Aviatrix (Katharine Hepburn in *Christopher Strong*)
Phoenix (postmark)
Max cigarettes
Peter Max (artwork)

Fake Ad

The Fake Advertisement announced in the Table of Contents was for The Processor by Cuisi-lex, and appeared on page 61. Photo and construction by Nick Koudis.

"Give me one of your delicious
BLACK PEARLS and I'll treasure
you forever."



"So that's the way
to your heart...
Tia Maria and rum."



THE WORLD'S
FINEST
COFFEE LIQUEUR
Tia Maria

Its double CD player lets you play
the hits and skip the misses.



Toshiba's mini stereo system offers an optional double CD player that lets you program up to 30 selections at a time. The system includes a dual cassette deck with double-reverse, AM/FM stereo receiver, automatic turntable, 2-way bass reflex speakers and a 5-band graphic equalizer. The Toshiba System V-11. It not only sounds great, it even takes requests.

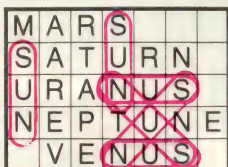
In Touch with Tomorrow
TOSHIBA

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WILD CARD ANSWERS

Space Exploration

1. All the planets except Earth contain an S, a U, or an N.
2. RESTAURANT
3. GALAXY, GALLEY, GALLON, GALLED, HULLED, CALLED, CANTED, CANTOR, MENTOR, METEOR
4. Subaru (Uranus)
5. Embarrass
- 6.



Singular Songs

Here are our selections, with the artists who popularized them. Other answers are acceptable.

- "Angie" (Rolling Stones)
- "Ben" (Michael Jackson)
- "Cherish" (Association)
- "Don't" (Elvis Presley)
- "Elvira" (Oak Ridge Boys)
- "Fernando" (Abba)
- "Goldfinger" (Shirley Bassey)
- "He" (Al Hibbler)
- "Imagine" (John Lennon)
- "Jump" (Van Halen)

- "Katmandu" (Bob Seger)
- "Lady" (Kenny Rogers)
- "Mame" (Herb Alpert and the Tijuana Brass)
- "Nightingale" (Carole King)
- "Operator" (Manhattan Transfer)
- "People" (Barbra Streisand)
- "Quicksand" (Martha and the Vandellas)
- "Respect" (Aretha Franklin)
- "Still" (Commodores)
- "Tammy" (Debbie Reynolds)
- "Unforgettable" (Nat King Cole)
- "Vincent" (Don McClean)
- "Witchcraft" (Frank Sinatra)
- "Xanadu" (Olivia Newton-John)
- "Yesterday" (Beatles)
- "Zoom" (Cadillacs)

Love Letters, Hate Letters

The alphabet was ranked in this order: A [B S M] [C L T] [R E J] [G I D] [H O K] [P N W] [Y V U] [F Z X] Q. The groups as given, then, rank 3, 6, 8, 1, 4, 7, 2, 5.

Sniglets, A to Z

1-c, 2-d, 3-b, 4-g, 5-h, 6-j, 7-i, 8-a, 9-f, 10-d

Restricted Send-Off

To give himself the best chance for victory, Black should play to close out two or three of Red's remaining checkers. Therefore, hitting Red on the 24-point now would be wrong. A

third man back would work against Black's strategy by giving Red a spare piece to move around the board, thus permitting Red to retain her 4-anchor.

By playing Bar/21, Black encourages Red's departure from Black's home table. He should, however, use his ace to eliminate a "joker" roll from Red's repertoire.

Double 5 is an incredible shake for Red, allowing her to cover the blot on her 1-point (4/24). In this situation, even if Black closes out Red's last checker, he will still be a big underdog in the impending bear-off contest.

So Black must play Bar/21, 15/14, sending Red on her way, with reservations.

European Plan

1. England; 2. Yugoslavia; 3. Holland;
4. West Germany; 5. Switzerland

All the Right Moves

The word is SERENDIPITY and starts at the second S in the top row.

Cat and Mouse Game

3462
546
20772
13848
17310
1890252

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An American in Paris

Dear Charly,

I'm in seventh heaven! We got tickets to Cavalcade du Cinéma, a film festival held all along the west side.

Story of Claudine kicked it off, and there was a parade from here to Éternité—I typed my thesis watching from the window!—Paris's equivalent of Broadway. *Melody of Madness* was next, all about events in Jamaica before they cooled the mocha riots off. I remember hearing about that in grammar school. Then *Alexander the Great*—Z. I. Egfeldt produced it—with *Tales of the Lost*. Weekend before last, they had a triple-bill, *Lives of the French*, *Connections*, and *Plymouth Rock*. Yves Montand and Simone Signoret flew over from Morocco, and even that New Wave director, Lamar Tyrone, flew over.

The Cuckoo's Nest—that's what I call the apartment Diana and I sublet—is near the Seine; I've always wanted to live right on the water. Frontenac House, where Tony lives, is gorgeous. Oh, I saw Tom, Jon, Esther, and Vicky up at Tony's last week.

We had a party . . . Fannie, Hal, Lou, and some kids from school . . . and Diana made us this wild sandwich—ham, lettuce, and chestnuts—called *l'hero farci marrons*. Later, Ms. Ofendé, Armentières's gift to music, played the rebec! Can you stand it?

These are supposed to be the best years of our lives, but I've been showing signs of homesickness. I'm already booked home on Pan Am. Erica Nin, Paris's Goldie Hawn, is going my way; maybe you'll get to meet her.

In person, she's quite ordinary. People don't even recognize her. Remember her lines in *Bellamy Fair*: "Lady Vivian, you can dish it out but you can't take it. With your personality, no wonder Lord Parnell is leaving, and his perukes will soon be back where they belong." I giggled so hard!

I'd better wrap this up. The sound of music is wafting in from the cabaret downstairs, and I mustn't be late meeting Perrot. He's tinged green with jealousy whenever he thinks I've been with someone else. *Au voir, chérie!*

Weather I'm Right or Weather I'm Wrong

1. False. The opposite is true. The air must be clear for frost or dew to form, meaning it will not rain that day.
2. True. When humidity increases, signaling a change in weather, body tissue swells, but scar tissue does not. The difference between the two types of tissue causes discomfort or pain.
3. False. An overcast sky allows heat to be reflected back to the earth, but a clear sky allows heat to escape. A clear night sky means temperatures will fall.
4. True. A rosy sunset indicates stable air for many miles west. A dull red sunrise occurs when humid air has been pulled up by a low-pressure area, indicating an approaching storm.
5. True. Smells are heightened before a rain because the humidity keeps odors locked into the heavy air.
6. True. A fog that burns off by noon means there was clear sky above the fog.
7. False. Squirrels store all the nuts they can find during the fall. A large store of nuts simply means there was a good crop available.
8. False. Groundhog Day, based on German folklore, has no basis in fact.



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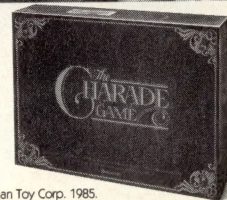


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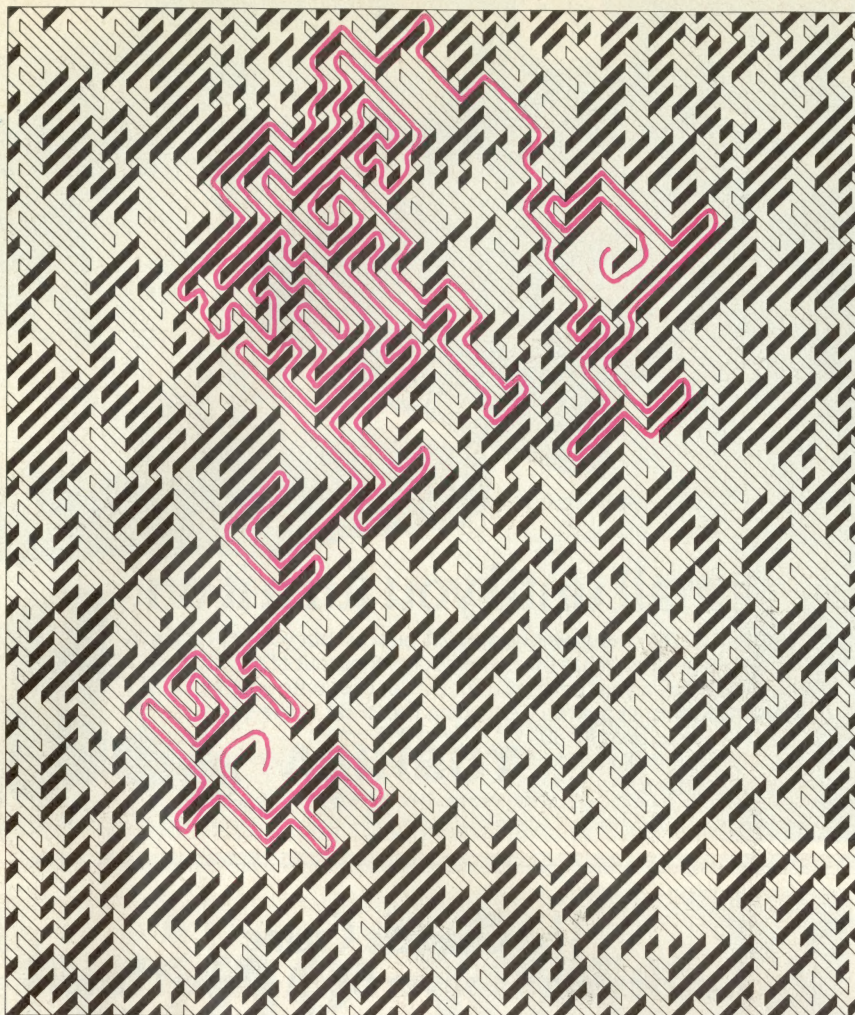
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48 Optical Delusion



Consumer Retorts

Most GAMES readers are aware that our staff constantly play-tests new games. But few know that our offices also include complete test kitchens and laboratories to check other consumer products—plus several rainy mountain roads and sun-drenched mesas for test-driving autos. Following are some of our findings on products that will soon appear in showrooms and on your supermarket and drugstore shelves.

Scope Mousewash: We tried this product repeatedly, and each time the little fellows came out fluffy and smelling pleasantly of mint. Highly recommended.

Campbell's Chicken Soap: When we used this as directed, the wet hens became quite irritated, if not downright angry.

Campbell's Chunky Chicken Soap: A variation on the above, this product is still in the final testing stage, awaiting fresh delivery of chunky chickens.

Tydeeteeth: A small blue bag, hung from a rear molar, eliminates the need to brush for up to three months. Our testers found, however, that food took on a medicinal flavor. Worse, on occasion a tester would be thrown to the ground and given CPR because his blue lips suggested cardiac failure. Recommendation: Guarded.

Range-top Stuffing: Our kitchen test staff found this product to be quite tasty but felt it was too expensive for the average householder to stuff

even a small range-top.

Domino Theoretical Sugar: A well-known sugar company has entered the sugar substitute field. The product was found indistinguishable from sugar, but the boxes kept knocking one another down.

Chevrolet Corsette: General Motors' new Corsette provides a firm, trim ride. Features include peach nylon upholstery, overhead roof laces, and genuine whalebone stays.

Kentucky Fried Ostrich: The meat was generally firm and the coating crispy, although portions from near the neck and head were often sandy. Drumsticks were unwieldy, even for groups of four. The Bucket O' Ostrich is a good way to serve conventions or other large groups, and the container can be used afterwards as a gazebo.

Products still being tested:

Chuck of the Ritz: Moderately priced cosmetics.

Smith and Wesson Oil: Combination salad dressing and gun lubricant.

Chocaroni: This new San Francisco treat is a main course and dessert in one.

Sarong Wrap: See-through beach wear.

Pampas: Disposable serapes.

Oil of Olé: The moisturizer of the matadors.

T'ang: The drink of the Chinese astronauts.

—Mary Ellen Slate

53 Formidable Interlock

PASSE	CRIB	BRINGS	ARETHA
INEPT	OONA	LOSEOUT	TENSED
SACROIL	LIAC	ABALONE	BESURE
ANTENNA	SARD	OLDBREAD	NEP
	ASH	STREET	ORLY
MOLD	AVOIDS	OJIBWAY	RAMIS
ALAI	LAURIE	NONALCOHOLIC	
MEINHERR	WIGWAM	ETAL	
BONGO	ISHI	MALIBU	RAJIV
OSE	THETANGO	RIPEBANANAS	
	THEGOVERNOR	ACE	DIDSO
TARO	SAMEDIFFERENCE	SLITS	
OVER	STATENISLANDERS	ERLE	
RTOS	ICANDREAMCANTI	RAYS	
IWANT	OHI	EXPORTTAXES	
CAPTAINSLOG	SNEERSAT	CET	
LEONS	SPONGE	SMIT	TBONE
	TEAM	IMEASY	CIGARBOX
CAROLBURNETT	EQUINE	ORCA	
KAREN	IMMERSE	MUSTGO	KAHN
EMIT	DEMO	SWEATY	RTE
FEZ	ROSINBAG	ENKI	IGUANAS
IRONON	ETAGERE	ENAMELWARE	
RANOUT	SHIRRED	ROWI	SATIE
SLATES	STAMPS	SVEN	AYEAR

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **From Finish to Start** (Wild Cards, August, page 55). Readers were challenged to come up with a list of famous people whose first names end and last names begin with the same letter. Our list contained names for 18 letters of the alphabet, from Ursula Andress to Florenz Ziegfeld. Gayle L. Eilers, of Williston, ND, sent a list of 394 people who carry this distinction. Her list not only improved on our selections for the letters R, T, W, and Y (Eleanor Roosevelt, Margaret Truman, Woodrow Wilson, and Henry Youngman), but also added a name for one additional letter of the alphabet—political columnist Meg Greenfield for the letter G.

★ **Typesetting** (Wild Cards, July, page 55). Readers were asked to name two or more films in which an actor or actress played similar roles. Paul Goebel, of Tucson, AZ, hastened to remind us that *Dr. Strangelove* and *Patton* were not the only films in which George C. Scott played a general—in 1981, Scott appeared in the role of a general and headmaster of a military academy in *Taps*.

COMING DISTRACTIONS

December

Computers at Play If you want to manage the 1927 Yankees, write your own music, or control the world, read how in a special report on the best new games and other electronic diversions of 1985—including the single most unusual software ever.

Madeleine's Café Hungry for puns? Then stop in at this bistro, where Sophia Loren donning her jacket means "Italian dressing," and 54 other tasty puns stud the menu.

Shopping Spree! Hop into a cab and Christmas shop early at Cartier, Tiffany, and others of New York's finest stores with this puzzling Through-the-City Treasure Hunt.

Plus The Name Game, Film Festival, Logic, Upside-Down Doodles, a report on the 1985 U.S. Crossword Open . . . And to All a Good Night.

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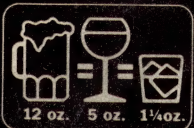
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